ON THE SEVEN SEAS

Wargames Rules for the Age of Piracy and Adventure *c*.1500–1730

Chris Peers

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WARGAMES

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INTRODUCTION

'A Pyrate is *Hostis humanis generis*, a common Enemy, with whom neither Faith nor Oath is to be kept...'

Abstract of the English law relating to piracy, quoted by Captain Charles Johnson, 1724.

Pirates! Historians have been trying for centuries to persuade us that they were no more than vicious criminals, but despite the greed and brutality involved, piracy on the high seas retains a romantic appeal that few other historical subjects can match. Primary schools which would probably not encourage their pupils to dress up as bank robbers hold 'pirate days' – making the subject an ideal way to introduce a new generation to the pleasures of 'historical' wargaming. Piracy is as old as seafaring, but the era that has always caught the popular imagination is that of the Elizabethan sea-dogs, Henry Morgan's buccaneers, and the larger-than-life characters of the early 18th century, who have been the inspiration for tales of adventure from Long John Silver to Jack Sparrow. This is the period covered by these rules – roughly between the Spanish and Portuguese discoveries which began the great age of exploration, and the close of the anti-pirate campaigns mounted by the Royal Navy in the 1720s. Their focus is broadly historical – you will not find sea serpents or undead sailors here, though it would be very easy to add your own rules for them if you want to – but at the same time light-hearted, as befits a period which for most people is likely to feature as entertainment rather than a subject for serious study. The background is hopefully as detailed and accurate as it needs to be to satisfy the historically-minded among us, but the aim has been to simplify where possible in the interests of an enjoyable, easy to learn and fast-flowing game. The experience will only be enhanced if you encourage suitably silly behaviour, such as wearing pirate hats, talking like Long John Silver, and using odd bits of naval jargon in inappropriate contexts.

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With a subject like this, situations are always going to arise which the rules do not specifically cover. If necessary, think of them as providing a 'set of guidelines', within which you can use your imagination and background knowledge to invent special rules to enhance their own scenarios. The game is specifically designed to cater for multi-player scenarios where there are several factions or mini-armies on the table, all potentially mutually hostile, or at least with conflicting victory conditions. Therefore the factions which the players control will not necessarily be organised into two opposing armies like conventional wargames units, and there is no provision for a chain of command above faction level. So even if your faction is theoretically on the same side as that of another player, both are treated as free

Captain Kidd burying his ill-gotten gains, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 67: *Pirates 1660–1730*.

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George Shelvocke ***was an ex-naval officer who joined a privateering expedition to the west coast of Spanish America in 1719. On the way he managed to lose the rest of the fleet before returning home with a huge haul of treasure. On his return to England much of the loot was missing and the expedition's shareholders had Shelvocke tried for piracy, but he was acquitted for lack of evidence. He nevertheless died a rich man. He was one of the few 18th century pirates who lived to enjoy their plunder, and he was a distant relative of the author of these rules (but no, I don't know where the treasure is!).***

agents, and if you want to operate as a multi-player force you will just have to trust each other. Real pirates would have lied, cheated and stabbed their comrades in the back at every opportunity, and the system is deliberately designed to allow this. For this reason it is not as easy as it would be in an ordinary wargame to decide who is a friend and who is an enemy. So for morale and motivation purposes we need a simple definition of a 'hostile' faction: this is one to which a game scenario has allocated opposing victory conditions, or any member of which has shot at a member of the testing faction, attacked it hand-to-hand, or attempted to raise its Fear level by exhortation, in the game so far.

When it comes to rule interpretations and the actual mechanics of play, players need to be open-minded, flexible, and ready to discuss any problems in a friendly manner. So if in doubt about anything, use your common sense, vote on it, or throw dice to decide. If your personal plans get scuppered by someone else's mistakes or treachery, remember he is just playing the role of a dastardly pirate. Above all, have fun.

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EQUIPMENT NEEDED

Figures, which should accurately depict the men they represent and the weapons which they are carrying. The game has been designed mainly with 25/28mm figures in mind, but there is no reason why you should not use other scales if you wish. Figures should be individually based, so that they can be manoeuvred independently and removed if they become casualties. 28mm foot figures can be based on pennies or washers, or 20mm squares of card or plastic. A mounted figure will fit onto a base of 25mm frontage, and as deep as is required to accommodate the horse. Artillery pieces do not need bases.

Model ships or smaller vessels, if these are to be used in your game. An enjoyable game can be had between purely land-based forces, but fights at sea will be an important part of many pirate scenarios, and battles between and on board ships are fully catered for in the rules. Details of vessel types can be found on pages 15 to 16. There are many excellent models available, as well as plans for building your own, and designs are so varied that it is not feasible to lay down a list of standard dimensions. An important practical consideration is the number of figures it is possible to fit on board. A typical small sloop model of around 9 inches in length will carry approximately 20 figures on standard sized bases, plus four cannon. Twenty men on a deck of this size looks crowded, but pirate vessels usually were overmanned, and of course pirate hunters also had to carry large crews to have a chance against them in a boarding fight. Real sailing ships were very cluttered indeed, and there must inevitably be a compromise between a realistic model, complete with rigging etc., and one which allows you to manoeuvre figures on the deck. Gun models on ships can be difficult to manage unless they are glued in place; this need not be a problem, as the timescale of a game is too short to allow guns to be taken on or off a ship during the game, and pieces that are knocked out can be identified with a smoke marker or similar, rather than being physically removed.

A **playing table** of any convenient dimensions. Six feet by four feet is the standard size for 28mm figures, but especially if you are fielding ships, a sensible rule is the bigger the better.

Terrain pieces to represent the natural features of the battlefield. Part or all of the table may be sea, which can be depicted by a simple blue cloth or by a more elaborate painted and textured surface. 'Terrain' also covers miniature buildings, which can play a vital role as objectives or as protection for defenders.

A **tape measure** for each player, marked in inches for 28mm figures. If you are using 15mm figures or smaller, just substitute centimetres for inches.

A protractor or home-made template is useful for measuring angles, especially if using sailing vessels.

Dice. These rules use the widely available ten-sided variety, which we will refer to as D10s, though in our games we prefer to call them 'pieces of ten'. Each player should ideally provide half a dozen or so, in at least two different colours. Also useful if you are using sailing vessels are 'wind dice'. These are ordinary six-sided dice with arrows on each side instead of numbers. One side should also be marked to indicate no wind, or a flat calm. They are available commercially, but are easy to make by converting ordinary dice.

Markers to denote figures subject to a 'fall-back'. These could be puffs of cotton wool or similar smoke markers, or perhaps discarded weapons, which can be placed discreetly behind the figure. It seems a pity to go to the trouble to produce nicely painted figures, ships and terrain, and then spoil the effect with bits of paper or plastic counters!

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ORGANISING YOUR FORCES

UNITS AND SCALES

The basic unit in the game is a group of figures controlled by a player. The word 'army' seems a bit pretentious for a force of this size, so instead we call it a 'faction'. Each player in the game will normally command one faction, though as you get used to the rules you should not find it too difficult to control two or even more.

Depending on its equipment and other characteristics, a faction will normally consist of between 15 and 30 figures. The individual figures belonging to a faction may be equipped with different weapons. They always include a Captain, representing the senior officer present (who may or may not be the captain of a vessel). The 'Faction Lists' on pages 53 to 63 also give the number of subordinate officers, or Mates, permitted to each faction. If you prefer not to use the lists, but are designing your own faction from scratch, designate one figure in every 6 or 8 as a Mate. Captains and Mates are collectively referred to as officers.

In this game we are not usually depicting regular military units with standard sizes, so how many men a faction 'really' represents is not something we need worry about. As a rough guide, a typical 28mm sloop will usually carry about 15 or 16 figures, plus between 4 and 6 light cannon; this is a type of vessel that in real life might have a crew of 75 or 80, with around 10 to 14 guns, so we can think in terms of a ratio of approximately 1:5 for men and 1:2.5 for artillery. Ground and time scales are equally flexible; weapon ranges and movement rates are not based on precise measurements, but are designed to fit together to give generally realistic results.

CAPTAINS' CHARACTERISTICS

In the absence of formal command systems, the individual personalities of pirate leaders were an important factor in their success or otherwise. So the Captain of each faction may have one of the following personal characteristics. The Faction Lists give a selection of options and their points costs, depending on the type of force they represent. In a one-off game a player should be free to choose any one of the characteristics listed, but in a scenario or campaign you may prefer to dice for them, or to allocate them based on the known personalities of historical figures.

TERRIFYING

This character deliberately cultivates a frightening image, perhaps through his appearance (like Edward Teach with his famous beard), or perhaps by getting a reputation for violence and cruelty. He can use this to terrify enemies into submission, as well as to motivate his own crew.

SILVER-TONGUED

This is a leader who prefers to persuade rather than threaten, and has a gift for talking his way out of trouble by describing the rewards that await those who follow his orders.

SWASHBUCKLER

A swashbuckler prefers to lead by example in a fight. He owns a very expensive sword, which he is extremely proud of and knows how to use. He is deadly in hand-to-hand combat and his men love to cheer him on, but he is liable to be impatient with the mundane business of command.

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Long John Silver ***may be fictional, but as the anti-hero of Stevenson's*** *Treasure Island*, ***famous for his missing leg and his parrot, he has had as much influence as anyone on our popular image of a pirate. Silver is the classic 'silver-tongued' rogue, who manages to talk his way out of trouble every time his plans fall through.***

DISCIPLINARIAN

More likely to be found in the ranks of military or naval officers than among pirates, this is a character who does things by the book and rules his men with a rod of iron. They probably hate him most of the time, but they have confidence in his leadership when in action, and every man of them knows what is expected of him.

OTHER CHARACTERISTICS

We also allow our factions to have a few other members with distinguishing characteristics. It does not matter that such a figure might represent several men – just think of him as one hero with a number of hangers-on. The figure designated may be a Mate or even the Captain, in which case he may have this characteristic as well as one of the personalities above.

GIANT

This man is exceptionally big and tough, and shrugs off wounds that would put ordinary mortals out of action. He has a saving throw against missile hits, and a bonus in hand-to-hand combat.

Blackbeard's last fight, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 67: *Pirates 1660–1730*.

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DAREDEVIL

This character is completely fearless, and is happy to take chances that none of his comrades would risk. In fact his reputation among the crew depends on his repeated displays of reckless bravery. He can always take an action of any type per turn, regardless of his faction's Fear or Greed levels, and without having to be encouraged by an officer.

PEG-LEG

This is a grizzled old veteran with a wooden leg, who usually serves as ship's cook, but in the right circumstances can still be very handy in a fight. He has seen it all and nothing daunts him, not to mention the fact that he cannot run away even if he wants to. He moves at half the normal rate, but ignores all 'fall-back' results. He can always shoot, even if his faction's Fear and Greed levels (see page 17) would normally prohibit it.

CUT-THROAT

This fellow is an expert with a knife, and treats it the same as a sword used as a primary weapon in hand-to-hand combat, even if he is also armed with a long-range weapon or a boarding axe. He can also use his knife as a throwing weapon.

SHARPSHOOTER

Few seafarers were expert shots, but there were a few exceptions. A Sharpshooter has an increased range and a bonus on his dice throws when shooting with a musket or arquebus.

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PRIEST

The navies of Catholic powers such as Spain and Portugal often had priests on board, though men of God were naturally less keen to serve with pirates. A priest cannot fight, but he can boost the morale of his faction with prayers and blessings. He does this in the motivation phase (see page 25) alongside his Captain. If successful he can reduce his own faction's Fear score by 1.

SHAMAN OR WITCHDOCTOR

This is the equivalent of a priest in a native faction. His role is to intimidate the enemy with spells and curses, and his weird costume and bizarre incantations are likely to have an effect even on people who do not believe in magic. Treat him the same as a priest, except that his effect is to increase the Fear score of another faction of his choice by 1.

WEAPONS

Figures are also classified according to their primary weapons. A sailor with a long-range weapon will probably also possess a sidearm of some sort, but he is likely to be less expert with it than someone who relies on fighting hand-to-hand, so weapons other than the primary one are normally classed as 'sidearms or improvised weapons'. This is not always the case for some non-European elite fighters, though, who still rely on a deadly combination of swords with bows or firearms – notable examples are Japanese Samurai and Turkish Janissaries. Another exception to this rule is that throwing knives, pistols, grenades and stinkpots can be carried by figures whose primary weapon is a close combat one.

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MISSILE WEAPONS

These weapons are carried and operated by one man, and can normally shoot once per turn (though see the exception for bows). Players are not required to keep track of ammunition supply.

BOW

Though apparently obsolete by the 16th century, bows remained popular well into our period with the Turks and the English – both peoples who had taken the art of archery to new heights in the Middle Ages – as well as with native tribes around the world. Bows were inferior to firearms in penetrating power, but in skilled hands they made up for this by a faster rate of fire, and often better accuracy at long range. Max range 12 inches. Up to 2 shots per turn. Minus 1 on hit dice beyond 6 inches range. Also deduct an extra 1 from the dice, in addition to the usual -1, if the target is in cover.

CROSSBOW

Max range 12 inches. Deduct an extra 1 from the dice, in addition to the usual -1, if the target is in cover.

ARQUEBUS

We use this term to cover the matchlock arquebuses and muskets of the 16th and early 17th centuries. We assume that all long-range firearms in games set before 1640 are matchlocks, as are those carried by Oriental pirates throughout the period of the rules. Max range 6 inches, or 12 inches if used by a Sharpshooter.

MUSKET

The typical smoothbore flintlock weapon of the late 17th and 18th centuries. Max range 8 inches, or 12 inches if used by a Sharpshooter.

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BLUNDERBUSS
A blunderbuss was a short-barrelled flintlock designed for defence at close range, often firing numerous small pellets and bits of scrap metal. Max range 6 inches. Plus 2 on hit dice against targets within 2 inches, minus 1 beyond 4 inches.

VOLLEY GUN OR GRENADE LAUNCHER
Max range 6 inches. Dice to hit up to 3 targets if all are in range, and subsequent ones are within 1 inch of the first. Plus 1 on hit dice against targets within 2 inches, minus 1 beyond 4 inches. Cannot shoot if the firer moved last turn.

KNIFE
Can only be thrown by a Cut-throat. Max range 2 inches. Minus 1 on hit dice against armoured targets.

PISTOL
In the 16th century pistols were generally wheel-locks, which were expensive and fragile and so were restricted to officers and wealthy individuals. By the late 17th century these were being replaced by cheaper and more widely available flintlocks. Both types were hopelessly inaccurate beyond point-blank range, and almost impossible to reload in the heat of battle. However individuals often carried a number of ready loaded pistols, which gives us an excuse to ignore questions of reloading and ammunition supply and treat them the same as other missile weapons. Max range 2 inches.

HAND-THROWN GRENADE
Max range 3 inches. Dice to hit all figures (friend or foe) within 1 inch of the target figure.

HOROKU
The 'horoku' was a smaller version of the Chinese iron-cased fragmentation bomb, popular with 16th century Japanese pirates. It was thrown by swinging it on the end of a rope like an Olympic hammer-thrower. Max range 6 inches. Otherwise treat as grenade.

HAND-THROWN STINKPOT OR POWDERED LIME
Max range 3 inches. Dice to hit all figures within 3 inches of the target. These weapons are more annoying than lethal, so a hit does not remove a figure in the normal way, but is always treated as a fall-back result.

CREW-SERVED WEAPONS
Unlike personal weapons, these are depicted separately from the men carrying them, and are not necessarily lost if their crews are driven off or killed. We can assume that any figure knows how to operate them if necessary. Heavy cannon, and light cannon or swivel guns mounted on vessels or in land fortifications, are fixed in place and cannot be moved during the game. Light cannon can be manhandled on land, but only if they are designated as being on land carriages when the game begins.

SWIVEL GUN
A swivel gun only requires one man to fire it, but is classed as a crew-served weapon because it is fixed in position. It cannot be fired by a figure who moved in his previous turn. Max range 8 inches. Dice to hit up to 4 targets if all are in range, and subsequent ones are within 1 inch of the first. Plus 2 on dice to hit up to 4 inches, minus 1 beyond 4 inches.

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CANNON

Divided for simplicity into light, which basically comprises 4 to 6 pounders, and heavy, which is anything bigger. Maximum range of light guns is 24 inches, and of heavies, 32 inches. Unlike other weapons, a cannon needs to be reloaded after each shot: this requires 1 full turn for light guns, 2 for heavy guns in games set after 1620, or 3 turns for heavy guns before that date. Dice to hit all figures who have any part of their bases in the line of fire, directly in front of the gun, out to maximum range. See pages 30 to 32 for the procedure for firing cannon.

GUN CREWS

Light cannon are operated by a standard complement of 2 figures, heavies by 4. These must be stationary and adjacent to the gun during the movement phase of the previous turn in order to take part in firing or reloading it. A cannon can be fired by one man, but the number of turns needed to reload must be doubled if the complement is reduced to half or less. For example a single crew figure will need 2 turns to reload a light gun, or 4 to reload a heavy one. A cannon cannot be moved on land by less than its standard complement.

HAND-TO-HAND WEAPONS

SWORD OR CUTLASS

Covers cutlasses, machetes, rapiers, military hangers, Oriental scimitars and Japanese katanas. Despite the legendary reputation of the Japanese swords in particular, all these weapons were only as deadly as the man wielding them, and European sailors beat Japanese swordsmen on several occasions. Plus 1 on all hand-to-hand combat dice.

BOARDING AXE

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Axes were common shipboard tools which could double as weapons. Though less handy for parrying than a sword, the weight of an axe gave it the ability to penetrate armour or concuss its wearer, and it also came into its own when clearing obstacles or digging into a ship's timbers to provide purchase when boarding. No penalty for fighting against armoured figures. See page 42 for advantages when boarding an enemy vessel.

PIKE, HALF PIKE OR HALBERD

All these long shafted weapons are treated as pikes in the rules. Pikes were generally cut down for use at sea, but maintained the length advantage over swords and axes which was the main reason for employing them. Halberds added a cutting edge to the pike's point, but needed a lot of room to wield effectively and were still primarily thrusting weapons. Plus 2 on combat dice if used in a turn in which the figure has first contacted or been contacted by his opponent.

FIREPIKE

Basically a spear with a firework on the end, the 'huo-ch'iang' or fire-lance was invented in China, and remained a favourite weapon for repelling boarders at sea until the 20th century. It was the inspiration for the European firepike, which was occasionally used for siege work in the

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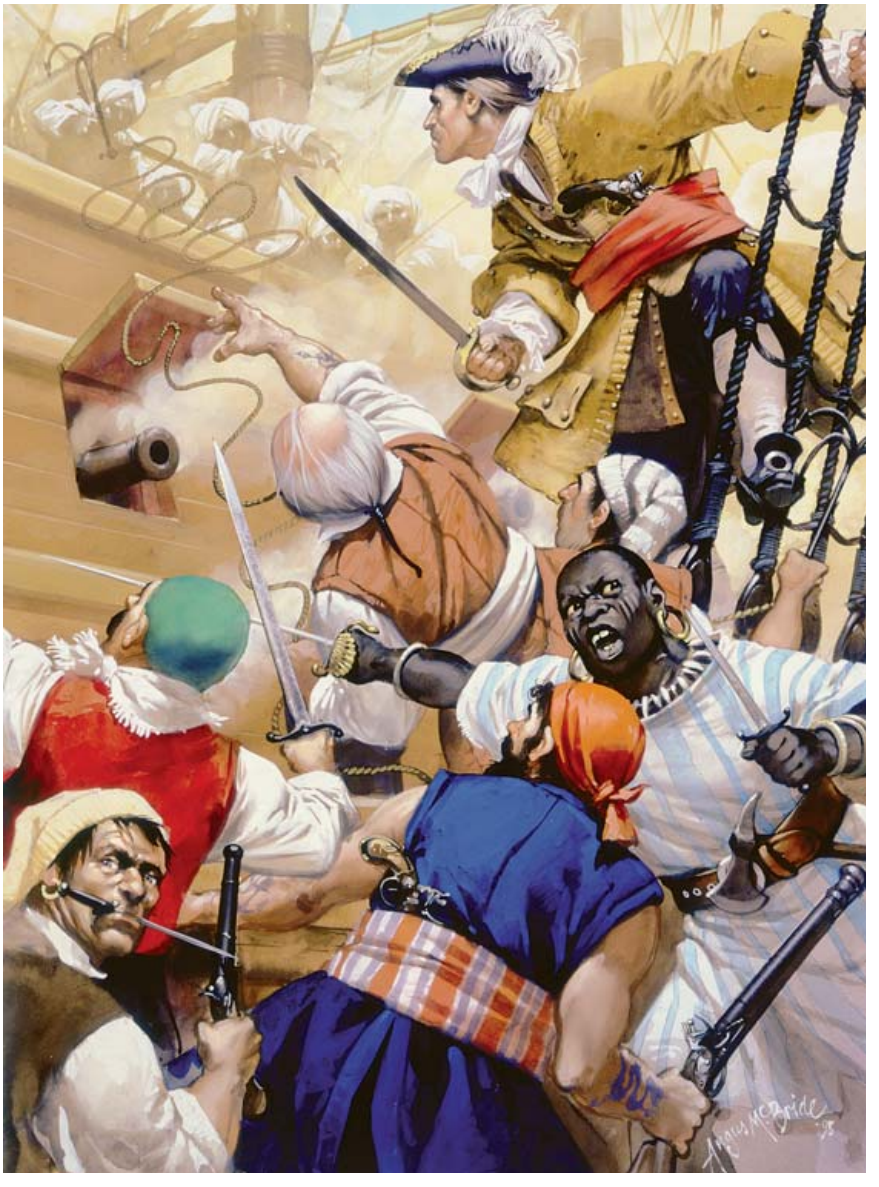
16th and 17th centuries. Firepikes never became as popular in the West as they were in China, but were sometimes taken on board ships – Drake fielded a few in his attack on Panama in 1572. Plus 2 on combat dice in the figure's first turn of hand-to-hand combat in the game. Plus 1 on second turn. Otherwise no advantage.

SIDEARM OR IMPROVISED WEAPON

Any sword, axe, dagger of club carried by a man who is primarily equipped with a musket or other long-range weapon. No bonuses.

SHIPS AND OTHER VESSELS

Pirates and their enemies might take to the sea in any number of different types of vessel, ranging from multi-masted and multi-decked square-riggers to small rowing boats and dug-out canoes. For the sake of simplicity, we classify all vessels under four main headings:



Henry Every boarding the treasure ship of the Great Moghul of India, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 67: *Pirates 1660–1730*.

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BOATS

Small open-decked craft propelled primarily by oars or paddles. A boat can carry a maximum of 10 figures, plus 1 light cannon or swivel gun in the bows.

GALLEYS

Similar to boats, but larger and capable of carrying bigger fighting crews, and sometimes heavier armament. They were too vulnerable to rough weather to be much use in the open ocean, but remained popular in calmer waters like the Mediterranean and the Inland Sea of Japan, where their manoeuvrability gave them an advantage over sailing ships. Galleys may be propelled by free rowers or slaves, but in either case we can effectively ignore them in the game, as even if not chained they will be too busy with the oars to take part in any fighting. Rowers do not therefore count towards the total of fighting crew. A galley can carry up to 20 fighting figures. The presence of the rowers prevents effective use of broadside cannon, but 1 swivel gun or light or heavy cannon can be carried in the bows, plus up to 2 swivel guns on each broadside.

SLOOPS

Small, single-decked sailing vessels with one or two masts. We use the term here to include similar craft such as pinnaces, xebecs, small schooners, Japanese 'sekibune', and the Portuguese caravels of the age of exploration. They are larger than boats and can carry a reasonable complement of guns, but are still small enough to be rowed if necessary. They are usually fore-and-aft rigged, so can sail close to the wind, and have a shallow draught which makes them useful in inshore waters where bigger ships would run aground. A sloop can carry up to 20 figures, plus 8 swivel guns and 4 light cannon.

SHIPS

Anything bigger than a sloop, or with more than one deck, we call a 'ship'. Technically it might be a brig or brigantine, an Arab dhow or Chinese junk, or even a small frigate. Ships can have up to three masts. They can carry much larger crews and heavier armament than the smaller vessels, and are harder to board. However they are less manoeuvrable, and cannot navigate shallow water. A ship can carry up to 60 figures, plus 12 swivel guns and 12 light or heavy cannon. It can also have on board up to two rowing boats, which are useful for disembarking or for towing the ship in a calm.

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SETTING UP A GAME

FEAR AND GREED

Cynical we may be, but in this game we do not delude ourselves that our troops are motivated by love of country, loyalty to comrades, or any other of the noble sentiments which we like to associate with our little lead heroes. These are pirates, after all (even the factions of naval pirate-hunting ships were encouraged by the generous bounties paid for their quarry, dead or alive, and were often ex-pirates themselves). Instead they are driven by the most universal of human motives: the fear of death or punishment, and the hope of getting rich. So the principal mechanism of the game is based on the interplay of two factors which we call Fear and Greed. The figures comprising a faction share a numerical value for each of these factors. These apply to the entire faction, not to individual figures within it.

The initial levels of Fear and Greed are decided for each faction before the game begins. Various happenings during the game can then modify these scores up or down, with corresponding effects on the faction's behaviour. One of the most important things that a player has to consider is the fluctuating values of these factors, and how he can manipulate them to gain an advantage over his opponent. Very different flavours can be imparted to a game by using various methods of setting these values. The normal recommended method is to throw a D10 for each factor, which can also function as an ongoing record of its value by placing it on the player's table edge with the appropriate number uppermost. (This is why we need dice in two different colours – I suggest red for Fear, and yellow or gold for Greed). Most of the factions which appear in the game represent fairly undisciplined characters, and their mood might vary dramatically from one day to the next, depending on things like the appearance of omens or the size of the morning rum ration. So we can simply set their Fear and Greed levels at the numbers rolled on the dice, with the exception that – in order to avoid situations where one side is obviously beaten before the game begins – players re-roll any throws of 1, 2, 8, 9 or 10.

When using this method you will find that most factions – unless they are very lucky – spend the game in a constant state of nervous tension, with the players having to closely monitor the relative levels of Fear and Greed in order to get them to perform as desired. In playtesting games, for example, we have seen ships sailing alongside one another without either crew plucking up the courage to board, or factions which have had to be withdrawn from the action for several moves while their Captains harangue them to rebuild their confidence. This is quite realistic and can be a lot of fun, but it is not to everyone's taste. So alternatively, for a more predictable game, you could agree to set all factions' initial Fear and Greed at the same level – say 6 or 7 – or to give everyone a better chance of rolling a higher Greed level, or even to allocate widely differing values to different factions, depending on their historical prototypes or their roles in a scenario. So any faction which is on an island known to contain buried treasure could have its Greed value increased

Vasco da Gama ***is famous as the discoverer of the sea route from Portugal to India in 1498. Many people may be surprised to see him classed as a pirate, but his main mission was to seize control of the Indian Ocean spice trade. As an agent of the Portuguese king he might be considered a pioneer of privateering warfare. In a battle off the Malabar Coast in 1500, he also pioneered the line-of-battle gunnery tactics which later became standard in European navies. Arrogant and ruthless, he had many admirers but not many friends.***

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by 1 or 2 points. Note that although a high Fear value will have a negative effect on a faction, it is not always true that Greed is good. A faction with higher Greed will always move first, for example, giving an opponent the opportunity to react at leisure to its sometimes hasty initiatives.

LAND AND SEA

Part of the appeal of a pirate game is the enormous variety of terrain which can be featured. It would be impossible to legislate for the precise effects of every type of landscape, so the definition of each piece of terrain is left to players or umpires to agree on before the game starts. For similar reasons there are no rules for choosing and placing terrain pieces; these are fine in competitions, or in 'big battle' games where the set-up procedure is necessarily more formal, but on the scale we are interested in here they are more likely than not to produce very unrealistic-looking tabletops, with numerous small features scattered about bearing no sensible relationship to each other. It is much better to use your imagination and build up something resembling a real corner of the Caribbean, or wherever your game is set. If a scenario involves action on land but one or more of the players wants to arrive by sea, an island can either occupy around two-thirds of the table, with a section along one side being sea, or it can be depicted as an outcrop in the middle of the table, entirely surrounded by water. Alternatively, of course, a tabletop can be entirely land or – if all sides are using seagoing vessels – entirely sea.

LAND FEATURES

HILLS

Most hills are relatively gentle folds and rises in the ground, which do not affect movement (although other features which do may be superimposed on them). For simplicity, assume that the crest is a line bisecting the feature along its greatest length.

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William Dampier ***was that unusual combination – an intellectual pirate. He fought with the buccaneers in the Caribbean in the 1680s, then embarked on several voyages across the Pacific – some of them government sponsored – making notes on the geography and wildlife at the same time as lining his own pockets. He is also famous as the man who rescued Alexander Selkirk, the original Robinson Crusoe.***

Any line of sight crossing this crest is blocked. Hills may also be partly or entirely surrounded by steep rocky slopes, which we treat the same as cliffs (see below).

JUNGLE

This category covers stands of dense vegetation, which may be anything from sugar cane to mature rainforest. Jungle is difficult terrain for movement, and provides figures within it with cover against shooting. It cannot be traversed by mounted troops or cannon, except along tracks. Any line of sight which crosses more than 1 inch of jungle terrain is blocked. Men on foot lining the edge can see out without restriction, but are invisible from outside unless they move or shoot.

ROCKY GROUND

This represents scattered boulders, which may be either on a hill or on level ground. It counts as difficult terrain for cannon. It does not otherwise slow movement or block lines of sight, but stationary figures on foot in such terrain count as in cover against shooting.

VILLAGES

Treat a village as a continuous terrain piece, ignoring the individual buildings inside, which may be moved as desired to facilitate the placing of figures. Villages have no effect on movement, though a surrounding palisade may have (see page 22). Lines of sight are blocked by more than 2 inches of a built-up area. Figures which are inside a village but visible to an opponent count as in cover against all shooting except by cannon.

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Henry Morgan ***once sued a publisher for calling him a pirate, so we need to be careful here. He was of course a privateer, as most of the damage he did to the Spanish happened while England was at war with Spain. Some of it did not, however, and he was in trouble with Charles II on several occasions for endangering international relations, but always managed to talk his way out of it. He turned the buccaneers of the Caribbean into an army which was as formidable on land as at sea. Among his many feats of arms were the sacking of Portobello in 1668, followed by Panama three years later.***

TRACKS

Tracks cancel out the effect on movement of any terrain which they cross, except steep slopes, cliffs and swamps. They count as open level ground for movement, and permit uninterrupted lines of sight along straight sections except where they cross hill crests, escarpments or the lips of gullies.

STREAMS

Watercourses less than 3 inches in width are described as streams. They are too narrow and shallow to be navigated by boats, and so are treated as land rather than water features. In fact in the tropics they may be dry for much of the year, but the bed will still be rocky and may contain patches of quicksand. Natives wade across them at normal speed; otherwise any move which starts in, or is intended to take a figure across, a stream must be at difficult terrain rate. Streams do not block line of sight or provide cover.

GULLIES

A gully is treated as if it was two escarpments running roughly parallel, between 2 and 6 inches apart, with rocky ground at the bottom. There may be a stream or

Roche Braziliano in a skirmish near Campeche, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 69: Buccaneers 1620–1700.

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track running down the middle. Only figures on level ground within 2 inches of the lip may see into a gully or be seen from inside, but lines of sight across the feature, between two figures which are outside it, are not affected.

SHORELINE AND WATER FEATURES

See page 44 for the rules for embarking and disembarking from vessels on different types of shoreline.

CLIFFS

These are represented as steep rocky slopes between 4 and 12 inches wide, which may either surround a flat-topped hill, or form a linear feature running all or part of the way across the table at the boundary between land and sea. Sea cliffs are impassable obstacles to all figures; those on land are impassable to mounted men and cannon, and count as difficult terrain for others. They do not in themselves affect line of sight, but a figure which is more than 2 inches beyond the top of the slope cannot see or be seen by figures or vessels which are below the edge, whether they are on the slope itself or beneath it.

ROCKY SHORES

Treat these as a strip of rocky ground up to 4 inches wide running along the sea shore.

SANDY BEACHES

A strip of sand up to 4 inches wide may represent a beach. This is difficult terrain for all figure movement.

SWAMPS

A swamp may be placed in contact with the sea or an inland water feature. It is impassable for mounted men and cannon, and difficult terrain for others. Many tropical shores are fringed by mangrove swamps, which combine the characteristics of both swamp and jungle.

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Francois Leclerc*, known as 'Pie de Palo' or 'Wooden Leg', led a French privateer fleet to the Caribbean in 1553. Not content with capturing Spanish shipping, he sacked Santiago de Cuba and forced the Spaniards to introduce the system of fortified bases and patrolling galleons which later made life so difficult for Hawkins and Drake.*

RIVERS

A river can be of any width from 3 inches upwards, or may occupy the whole of one table edge. It is wide and deep enough for boats to move along it at normal speed in both directions, but it cannot be navigated by other vessels. It can be crossed only in boats, at a bridge or ford, or by swimming. Figures crossing at a ford move at difficult terrain rate.

BUILDINGS AND FORTIFICATIONS

Pirates and buccaneers often found themselves attacking fortified places, and although large-scale siege operations are beyond the scope of these rules, it is necessary to deal briefly with these situations. Any figure moving into contact with a defended building, ditch, palisade or similar obstacle must end his move on his own side of the obstacle. He can cross the obstacle or enter the building next turn if unopposed, but cannot do so if this would bring him into base contact with a hostile figure on the other side. He can fight hand-to-hand against defenders who are holding the obstacle against him in an attempt to remove them, but suffers a combat penalty (see page 37).

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Defenders inside an ordinary building can only see or shoot through the windows, doors or loopholes depicted on the model. Purpose-built fortifications are usually better designed for shooting, so each figure inside is regarded as having an opening through which he can shoot. We assume that players will provide building models with detachable roofs if appropriate, so that the exact position of every figure inside can be determined accurately. Otherwise draw a floor plan and mark the position of the defenders on that. The arc of visibility through any opening in a building or fortification is 45 degrees either side of straight ahead. Figures inside are shot at using the normal rules, except that if within a permanent fortification they cannot be hit with bows, crossbows or thrown knives, and they count as in cover against cannon as well as other weapons. For hand-to-hand combat purposes treat all buildings as ordinary obstacles, except that mounted men cannot attempt to enter them.

Castle walls are more serious obstacles and can only be climbed by men on foot, who we will allow to come equipped with scaling ladders for the purpose, free of any points cost. A ladder can be carried at normal rate by a complement of at least 4 men, and they must be stationary for a whole turn to raise it against a wall. It can only be climbed by men on foot in a single figure-wide column, requiring a single move to do so, regardless of the actual distance involved. Figures cannot shoot while carrying, raising or climbing a scaling ladder. Only one attacker at a time can fight from each ladder. Movement from a ladder onto the top of a wall is treated the same as crossing a defended obstacle (see above). Figures on top of a wall may move as if they were in ordinary good terrain. A defender in base contact with the top can throw down a ladder as long as there is no attacker fighting at the top of it, but this requires a whole turn, during which he cannot count the protection of cover against shooting.

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A breach in a wall cannot be created during the short time span covered by a game, but may be placed before the game as part of a scenario. It will be at least partially obstructed by rubble, so counts as rocky ground. Gates count as part of the surrounding wall if shut, or as good going if open or destroyed. A gate can be destroyed by 1 shooting hit from a heavy cannon or 2 from a light cannon, or by 4 hits from men with boarding axes. If using an axe a figure must be in contact with the gate at the end of his movement phase, and score 6 or better on a D10 to inflict a hit.

DEPLOYMENT

How and where your forces are to be deployed at the start of a game will depend on the scenario, and especially as there might be several factions present, each with its own objectives, it is difficult to lay down hard-and-fast rules. The simplest option is for each faction to deploy in turn, starting with the one with the highest initial Greed value. If there are only two factions in the game they should deploy on opposite long table edges, but if there are three or more, those deploying after the first should be allowed a free choice of entry point, as long as they do not start with any figures within 8 inches of those already deployed.

Alternatively, if some factions are to begin the game in defensive positions, they can draw a map of the playing area and mark the initial positions of their figures. Figures need not be placed on the table until they wish to move or shoot, or an enemy figure has a line of sight to them. If an umpire is available, he may allow figures to move while out of sight of the enemy without actually having to be deployed. The attackers move their figures onto the table along one edge – either as agreed in advance, or an edge of their choice in the case of a surprise attack. This option is particularly suitable for games involving attacks on villages or fortifications, or when fighting natives in dense jungle.

AMBUSHES

A scenario may allow for all or part of a faction to be deployed in ambush, in which case a few special rules apply. A group which is in ambush must be deployed entirely in buildings, or in jungle or similar dense cover, at the start of the game. It cannot be deployed in permanent fortifications, as an attacker will be expecting these to be occupied. If you are not using an umpire you can either mark the position of the ambushing force on a map, or write its identity on a piece of paper and hide it underneath the terrain feature. Only figures on foot may be in ambush.

An opposing player may dice once per turn to see if he can detect an enemy unit in ambush. He must first nominate a likely terrain piece, at least part of which is within 8 inches of at least one of his figures, then throw a D10. The score needed to succeed is 10 if the ambushers are all natives; 6 or better if they include cannon, or any figures with arquebuses or hand-hurled grenades (as the glow and smell of the matches is hard to miss); 9 or 10 in other circumstances. If a player dices successfully to detect an ambush but there are no figures hidden in that particular terrain, he must be informed that that particular area is clear. If he is unsuccessful, he may repeat the attempt in subsequent turns. If ambushers are detected they must be placed on the table immediately, and may now be manoeuvred in the usual way. Otherwise they remain hidden until the controlling player wishes to move or shoot with any of their figures, or an enemy comes within 2 inches of any of them.

Any hostile faction which has any figures within 4 inches of ambushers when they first shoot or emerge from cover, whether voluntarily or as a result of being detected prematurely, is subject to a test in the morale phase of the next turn (page 28). See page 6 for what we mean by a 'hostile faction'.

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SEQUENCE OF PLAY

When the initial setup has been completed, the game proceeds as a series of turns, each divided into phases. In some of these the players' actions are treated as simultaneous, while in others they act alternately, in the order explained in the appropriate section.

MORALE AND MOTIVATION

The effects of any circumstances affecting each faction's Fear and Greed levels are applied (see page 28). Captains have the opportunity to motivate their men or demoralise the enemy by influencing their Fear or Greed levels; then the final values of each are checked to determine what actions the faction may take in the remainder of the turn.

SHOOTING

All shooting is treated as simultaneous, so that a figure which is removed as a result of an opponent's shooting can still shoot back. Shooting from one vessel to another, or by vessels against targets on land and vice versa, is resolved in the same phase.

SHIP MOVEMENT

Note that whereas most sections of the rules are arranged in the order in which they appear in the Sequence of Play, ship movement is treated separately at the end of the section (pages 38 to 45). This is for ease of reference, because not all games will need

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these particular rules. First all vessels on the table make their main move alternately, then their secondary moves if appropriate.

FIGURE MOVEMENT

Each faction can now, in turn, move any or all of its figures. There is no need for written orders or charge declarations. The player whose faction currently has the highest Greed score moves first. If more than one has the same score, throw a D10 to decide priority. The highest-scoring faction must take the first move; its player does not have the option of allowing another faction to do so, and if he decides not to make a move at this point he loses the opportunity to move any of his figures until next turn. Figures on board a vessel can make a normal move even if the vessel has moved already, unless they have fired ship-mounted guns, or are occupied in rowing or handling the sails (for which see pages 40 to 41).

HAND-TO-HAND COMBAT

This occurs when a figure moves into base contact with a figure which the player wishes to attack, and is resolved as soon as this happens, within the movement sequence. In the same turn, a figure may be both an attacker in his own move, and the target of attacks by opponents in their moves. One which has been contacted by an enemy earlier in the movement phase, and is still in contact when his own move occurs, can either fight another round of hand-to-hand combat or use a voluntary fall-back move to disengage.

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MORALE AND MOTIVATION

First, every faction must roll a D10 for each of its members killed during the last turn, plus another 2 dice if it was successfully ambushed. Add 1 to the faction's Fear level for every score of 8 or more. Also add 2 to the Fear level if a vessel's colours have been lost last turn (page 33).

ENCOURAGEMENT AND MOTIVATION

At this point, each Captain will often have the chance to encourage his men or discourage the enemy with a few well-chosen words. He can influence any faction as long as at least one figure belonging to that faction (his own or otherwise) is within 12 inches of him, and neither he nor any figure in the faction to be affected is currently in base contact with a figure from a hostile faction. A deputy cannot take over this role if he is killed, so a faction which has lost its Captain can no longer be encouraged in this phase.

The order in which Captains carry out this task is generally not important, as it is only the final results at the end of the phase that count. For example, a faction with a Fear level of 10 would normally run away, but if an opponent takes his turn first and frightens your men so that their score goes up to 10, you still get your chance to try and bring it down again. If the sequence does become a problem, adopt the same principle as for movement, i.e. highest Greed goes first.

The player can choose to attempt any one of the following, but must announce which it is to be, and which faction he wishes to influence, before dicing. Roll a D10 for the effect: a score of 6 or less means the attempt has failed and there is no effect; 7 or better denotes a success, with the outcomes listed below.

ENCOURAGEMENT

The Captain reminds his men of the fabulous treasure or bounty that awaits them if they are victorious, and promises a double share to men who distinguish themselves. Increase his faction's Greed score by 1. If the Captain is 'Silver-Tongued' he can throw two dice, adding 1 to the Greed score for each successful roll.

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William Kidd *was a not-very-successful captain who set out on a privateering voyage in 1697, but fell out with his rich backers for exceeding his instructions, and was hanged for piracy and murder. A foul-tempered character quite capable of killing his own men if they upset him, Kidd is chiefly famous because of rumours that he buried his treasure somewhere on the shores of Long Island.*

EXHORTATION

He recalls the deeds of his best fighters, and points out that the enemy are scurvy landlubbers who cannot last five minutes in a battle against real men. Decrease his faction's Fear score by 1. If the Captain is a 'Disciplinarian' he can throw two dice, deducting 1 from the Fear score for each successful roll.

INTIMIDATION

He turns his attention to the enemy, threatening them with a horrible death if they dare to defy him. Increase the Fear score of one other eligible faction on the table by 1. A 'Terrifying' Captain can throw two dice, adding 1 to the Fear score of the same faction for each successful roll. However he cannot attempt to terrify two different factions in the same turn.

MANIPULATION

He resorts to trickery in an attempt to lure the opposition into a rash attack. He pulls an enormous diamond or a bag of gold from his pocket and brandishes it in the air, taunting them to come and get it if they dare. Alternatively, a pirate fighting against pirate hunters might use himself as the bait, announcing his own identity and reminding them of the bounty on his head. Increase the Greed score of one other faction on the table by 1.

CHECKING MORALE

All factions must now check their Fear and Greed levels. Any faction whose Fear level is now 10 or more is out of the game, and must flee the table immediately. If they are the only faction on a vessel they will hoist sail or take to the oars and make their escape. If the vessel is also manned by other factions not affected by this rule, the faction which is affected will abandon ship.

Otherwise, any faction whose Greed is equal to or higher than its Fear level, or up to 1 lower, may remain in action and act according to its player's wishes.

If its Fear exceeds its Greed by 2 or more, the faction has begun the battle in a nervous state or been temporarily shaken by its experiences. It can remain in action, but none of its figures other than officers or Daredevils can voluntarily move closer to any visible members of a hostile faction this turn. The only other exception is that a figure can advance to engage an enemy boarder on his own vessel, as in this case his other options are severely limited. If the faction is the only one on a vessel it can continue with its present course, but cannot alter course to take it closer to a hostile faction or vessel, unless the move is to end further than 8 inches from them.

In addition, no member of a faction whose Fear exceeds its Greed by 4 or more can shoot next turn. All members of the faction who are currently in base contact with an enemy immediately receive a 'fall-back' result (for which see page 31).

If there is more than one faction manning the same vessel, the vessel itself may move according to the Fear and Greed values of the faction with the lowest Fear on board. However no faction may shoot, board or fight hand-to-hand if its own status does not allow.

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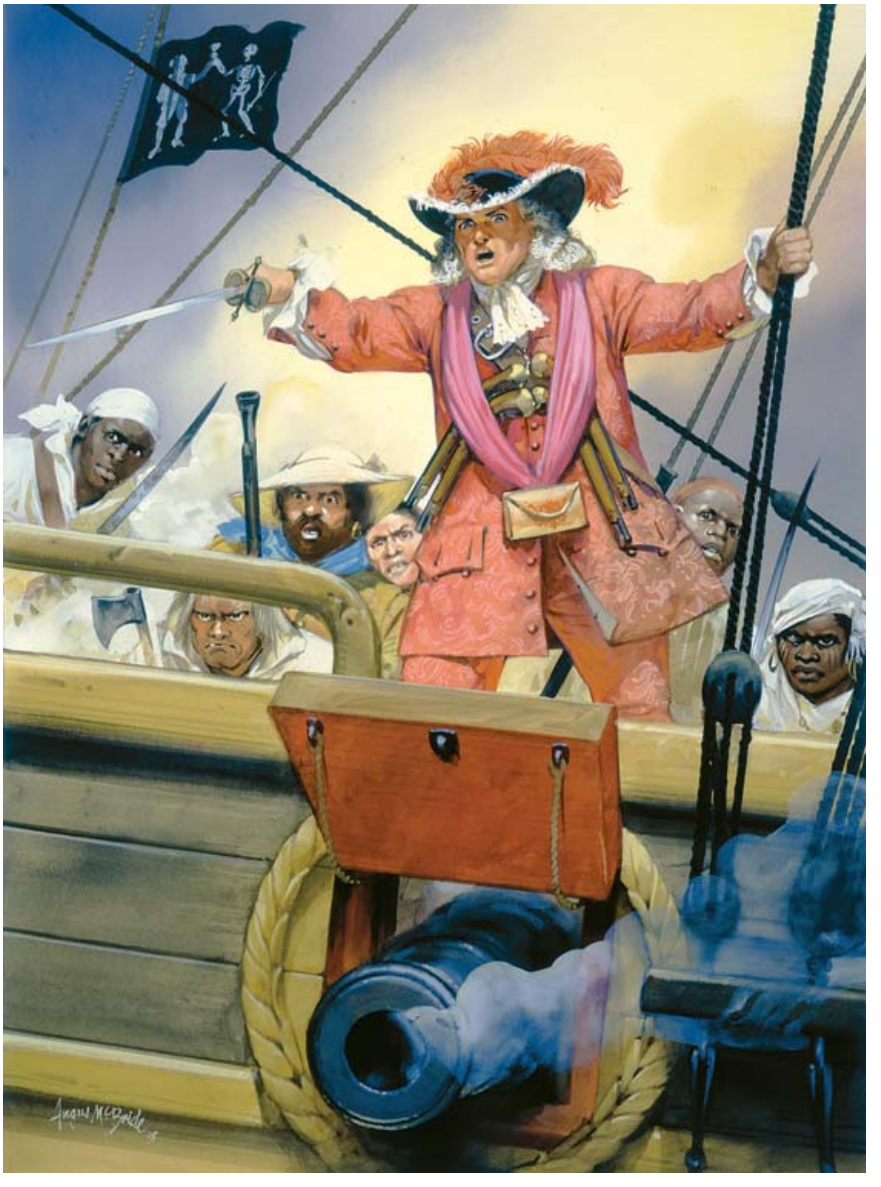
SHOOTING

All shooting takes place before movement. It is adjudicated from and to individual figures or gun models, except that a cannon firing at a vessel targets the model, and not an individual figure on board. Each firing figure engages a target nominated by the player, which must be within range, in line of sight and within the shooter's arc of fire in the shooting phase of the turn. Cannon can shoot at targets which are within 30 degrees either side of the way the model is pointing. All other missile weapons can shoot at targets within 90 degrees either side. A swivel gun, and a cannon shooting at targets other than vessels, fires at an individual target base in the same way as other weapons; it cannot shoot if it moved on land last turn, but it can if carried on a moving vessel.



Bartholomew Roberts leads his crew into action, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 67: *Pirates 1660–1730*.

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Unless special rules for darkness or weather conditions apply as part of a scenario, visibility is limited only by line of sight. See pages 18 to 21 for the effects of terrain on lines of sight. All hills are considered to be higher than any features on level ground, so men on them can see and shoot over terrain or buildings below, but not over figures. Lines of sight are blocked by any intervening figure bases belonging to either side. In order to be seen or shot through, a gap between bases must be at least the width of the shooter's base if he is within 1 inch of the gap, or at least 3 inches otherwise. This rule prevents unrealistic 'trick shooting' through narrow gaps, while not unduly penalising a shooter whose friends might be advancing slightly ahead of him.

A figure which is in base contact with a member of a hostile faction during the shooting phase, or which currently has a fall-back marker, cannot be shot at. A figure which has any hostile figures within 4 inches must shoot at the nearest of these in preference to others which are further away. Otherwise a player has a free choice of targets, though the saving throws for officers (see below) should discourage people from trying to pick them off too regularly.

RANGES

The table below is a reminder of the maximum ranges in inches for each type of missile weapon. A figure or model is considered to be in range if any part of it or its base is within the appropriate distance of any part of the shooter or his base.

Bow or Crossbow	12
Arquebus	6
Musket	8
Sharpshooter using arquebus or musket	12
Blunderbuss, volley gun or grenade launcher	6
Knife or pistol	2
Hand-thrown grenade, stinkpot etc.	3
Horoku	6
Swivel gun	8
Light cannon	24
Heavy cannon	32

RESOLVING SHOOTING

Roll a D10 for each target figure, then apply any modifiers required for different types of weapon (pages 12 to 15). Add 1 to the score if the shooter is a Sharpshooter, or a Cut-throat throwing a knife.

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A final score of 10 or more is a hit. A figure which is hit may first take one or more saving throws if appropriate; if he fails these, or is not entitled to any, he is removed from play immediately.

A saving throw may be taken in the following circumstances:

- If the victim is wearing armour, unless shot at with firearms.
- If he is behind cover. This does not normally apply if being shot at with cannon, though it does if the figure is inside a permanent fortification. 'Cover' for this purpose is anything other than another figure that partially hides the target, whether it actually offers solid protection against missiles or

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not. Examples are the bulwarks of a ship, a building or palisade on land, or jungle or similar dense vegetation. See pages 18 to 22 for cover provided by terrain features.

- An officer or a Giant may also take a saving throw from any missile hit except those from cannon.

If more than one circumstance applies, more than one saving throw can be taken. For example an officer who is wearing armour will be entitled to two throws.

A successful saving throw requires a score of 7 or better on a D10, and converts a fatal hit to a fall-back result.

A score of 8 or 9 is also a hit from a cannon firing at 8 inches range or less. Otherwise it indicates a near miss or slight wound, which we treat as a fall-back. Some weapons with minus modifiers at longer ranges can only achieve this effect.

FALL-BACKS

A fall-back move is normally required as a result of a near miss from shooting or an adverse hand-to-hand combat result, but a figure can also fall back voluntarily as a means of breaking off from hand-to-hand combat. Any figure subject to a fall-back result is temporarily out of action, and should be indicated by a marker. In his next movement phase he must move back, if possible, 1 inch directly away from the figure that inflicted the fall-back on him. In the turn in which he makes a fall back move he cannot undertake any other movement, except for a voluntary move which takes him further from all visible hostile figures. He cannot shoot or be shot at in that turn. Fall-backs caused by shooting are ignored if the victim is inside a building or fortification. A figure is never obliged to jump into water as a result of a fall-back, but can do so if the player wishes. If his route is blocked by friends or physical obstacles he need not move, but if it is blocked by hostile figures he will surrender and can be treated as if killed. Fall-backs affect the victim for one turn, after which the marker is removed. There is no cumulative effect from having more than one fall-back at the same time, so a second one inflicted in the same turn can be ignored. However a further fall-back can be inflicted in hand-to-hand combat on a figure already subject to one which occurred last turn.

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SHOOTING AT AND FROM VESSELS

Figures can shoot while embarked on a vessel in the usual way, even if it is moving. Shooting by or at figures on vessels generally is resolved in the same way and in the same phase as that on land, measuring ranges from and to the figure bases as usual. A figure being shot at from outside the vessel he is on normally counts as being behind cover. However he cannot count cover if he is in the rigging, or is being shot at by a figure in the rigging of his or another vessel.

Only cannon and fire weapons can inflict damage on vessels: other weapons may kill men on board, but they do not affect the structure itself. See page 33 for the rules relating to fire.

A cannon requires a score of 5 or better on a D10 to score a hit on a vessel at ranges up to 2 inches, 7 or better at up to 8 inches, or 9 or better at longer distances. For each hit, throw again to see what damage has been done. Deduct 2 from the score if firing at a ship with a light cannon. If the range is greater than 8 inches a player can declare before firing each gun that it is aiming at the rigging with chain or bar shot. In this case a damage result of 'Sunk' or 'Magazine Hit' is treated as 'Dismasted', while 'Sweeping the Deck' or 'Gun Dismounted' count as 'Light Damage'.

Refer to the following table to see what damage has been caused:

3 or less	Light Damage	The ball strikes the superstructure and ricochets, sending a shower of splinters across the deck, but causes no serious damage to the vessel. The point of impact is on the nearest point of the target vessel directly in front of the cannon firing. Each figure within 2 inches of that point must throw a D10; on a score of 9 or 10, he is put out of action by flying splinters.
4	Pieces of Ei...!	The Captain's parrot, who has been watching the fight from his usual perch while treating both sides to a stream of foul language, is decapitated by a roundshot. No other damage, but the parrot was by far the most popular member of the crew, and his comrades unite to swear vengeance. All factions on board add 1 to their Greed rating.
5	Oh no! The grog!	The target's rum store has been hit, and the precious liquid pours all over the deck. No other damage, but all factions on board add 1 to their Fear rating.
6	Sweeping the Deck	The shot punches a hole in the planking above the waterline and ploughs across the deck at chest height. Ignore the damage to the vessel, but all figures in the danger zone must dice, exactly as they would for a cannon ball on land (see page 14)
7	Gun Dismounted	If there are any swivel guns or cannon on the side of the target which is being engaged, the nearest such weapon to the firer is struck by a ball and put out of action for the rest of the game. If the firer is directly in front of the bows, the nearest bow gun, if any, is destroyed. If the firer is directly behind the stern, he can destroy the nearest gun on the side of his choice. If the target has no guns, treat as Light Damage.
8	Dismasted	A mast is struck and collapses into the sea on the side away from the gun which scored the hit. This masks all cannon and swivel guns on the side where the mast fell, preventing them from firing for the next two turns. Any crewmen in the rigging are 'men overboard'. If the target has no masts, treat this result as a miss. If it had only one mast standing when the shot hit, it takes a saving throw to compensate for the smaller target: on a score of 7 or better the mast is lost, otherwise treat as a miss. A vessel with no masts remaining cannot move under sail, and its colours are also considered to be lost (see below for ships' colours). A ship or sloop with more than one mast loses maximum speed in proportion to the number it still has – so for example, if it started with three masts it can sail at two-thirds the usual speed after losing one, or one-third speed if it is unlucky enough to lose two. The dismasting rule means that it is possible to bring a game to a premature end by a lucky shot on a single-masted vessel which prevents the crew taking any further part in the proceedings. In some scenarios this may not be undesirable – as when an outgunned merchant ship is trying to escape from a pirate – but in other circumstances players might want to allow the unfortunate victim to continue in action. You should therefore agree before the game starts whether a vessel with no masts remaining can put up a temporary 'jury rig'. To do this at least 6 crewmen must spend two whole turns without doing anything else, at the end of which the mast (though not any colours attached to it) has been patched up and can continue to be used. During this time the vessel must be at anchor.
9	Sunk	The shot knocks a hole in the target below the waterline which is too large to be repaired, and the craft fills with water. A boat will sink immediately, a sloop or galley at the end of the second turn after it was holed, and a ship after the fifth. Crewmen can continue to fight until it sinks, but then count as 'men overboard'.
10	Magazine Hit	Treat a boat as sunk. The round has penetrated into the vitals of any other vessel and landed in the powder magazine. Roundshot are not explosive, but they are very hot when they leave the muzzle, so there is a chance that they will set off the gunpowder. They might also knock over candles or lamps and start a fire which will spread to the open powder barrels. So if this happens everyone holds their breath for a horrified moment, while the shooting player rolls another D10. On a score of 9 or 10, the magazine explodes and the target ship is blown sky high, along with all hands on board. Any vessel grappled to the victim will also be destroyed. If an explosion does not occur treat a boat as sunk, but other types of vessel suffer no significant damage.

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COLOURS

Each galley, sloop or ship used in the game must have a flag (ideally removable on the model), which is attached to one of the masts. If the player voluntarily strikes the flag, all his figures on board immediately surrender. If it is removed by an enemy or by the loss of the mast, all factions belonging to the vessel immediately add 2 to their Fear level. A figure can attempt to climb the rigging and capture the flag of an enemy vessel if he is in contact with the base of the mast and not in hand-to-hand combat. To climb up and seize the flag requires 2 full turns, during which he cannot shoot or fight, but can be shot at in the usual way. Only one figure can do this at a time.

FIRE AND SMOKE

Sooner or later most pirates will want to set fire to something, whether it is a ship or an opponent's village or fortification. Men armed with fire-pikes, horoku, grenades or arquebuses (which require a length of lighted match with them at all times) can use these to start fires. If a scenario involves an attack on a defended village or fortified building, any or all of an attacker's figures can bring lighted torches onto the table with them – though they cannot shoot with weapons other than pistols or knives while they are carrying them. Torches can be dropped at any time, but will probably go out in the process, so they cannot be picked up again.

To set fire to a target with a grenade or horoku, a figure must first inflict a hit on it using the usual shooting procedure, but also counting a fall-back result as a hit in the case of a large target like a building or a vessel. If using a torch, firepike or match, he must spend a full turn in contact with the feature without undertaking any other

Stede Bonnet's *Royal James* goes broadside-to-broadside with Colonel Rhett's *Henry*, by Tony Bryan © Osprey Publishing Ltd. Taken from New Vanguard 70: *The Pirate Ship 1660–1730*.

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actions. Then dice to see if the fire takes hold. Throw a D10, requiring the following scores or better, depending on the type of target:

Wooden or partially wooden buildings or vessels	9
Houses or huts with thatched roofs, or made of other easily combustible materials	6

It is also possible that a vessel will be set on fire accidentally as a result of the use of an incendiary weapon, without the player necessarily wishing it to happen. Therefore whenever a grenade, horoku or firepike is used against a figure on a vessel, or a matchlock arquebus is fired by a figure in the rigging, throw a D10 in addition to the normal throw for effect. A score of 10 means that a fire has broken out on the vessel on which the target figure (or firing figure in the case of an arquebus) is stationed.

Once a fire has started, it will burn for the remainder of the game unless extinguished. Easily combustible buildings will immediately burst into flames. They cannot be put out, and any figures inside must evacuate them in their next turn or be killed. They cannot be reoccupied during the game. A seagoing vessel or a more solid building is made of heavy wooden beams which will burn more slowly, so need only be evacuated if it has been burning for at least five turns of the game. The destruction of any of these constructions may be prevented by extinguishing the fire before the five turns have elapsed. To attempt to put out a fire requires a figure to be in base contact with the vessel or building for a full turn, during which time he is beating at the flames or throwing water (or any other liquid he can get) onto them. He does not count if he is actually inside a building, but he does if he is on board a burning vessel. Each such figure throws a D10 in the movement phase of the turn, requiring a 10 to extinguish the fire.

If a galley, sloop, ship or fortified building is on fire there is also a risk that the flames will reach the powder magazine. Roll a D10 for this each turn after any attempts have been made to extinguish the fire, unless these have been successful. A score of 10 means that the vessel or construction is blown to pieces. Treat as for a powder magazine hit. In the case of a construction on land, all figures which are in base contact with it must dice individually, and are killed on a throw of 9 or 10.

Starting in the second turn of a fire, smoke extends from the point of origin at a rate of 4 inches per turn downwind (decided at this point if necessary). It completely blocks lines of sight, but will disperse completely in the turn after the fire has been extinguished.

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OPPOSITE
Jacques de Sores plundering Havana, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 70: *Elizabethan Sea Dogs 1560–1605*.

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FIGURE MOVEMENT

Each figure in a faction may normally take a move every turn, in any order decided by the player, but a figure must be motivated by an officer belonging to his own faction in order to move closer to any visible enemy within 12 inches, unless the figure concerned is moving on board a vessel and there are currently no hostile figures on board it. Other moves do not require motivation.

To motivate a figure an officer must be within 6 inches of him. A Captain can motivate up to 6 men per turn, and a Mate up to 4. As motivation mainly represents shouted commands, it is independent of lines of sight. Officers can continue to motivate their men if they are in hand-to-hand combat or subject to a fall-back result.

Maximum move distances in inches are:

On foot	4
Mounted	8
Manhandled cannon	2
Fall-back	1

A figure on foot wearing armour must deduct 1 inch from all his moves other than fall-backs.

Halve all distances if any part of a move other than a fall-back is to take place within difficult terrain.

Any figure can dismount from a horse at the beginning of his movement phase. He can then move the normal distance for movement on foot as part of the same move. Remounting can be done at the end of a dismounted move, but no mounted movement is allowed until the next turn. A figure already contacted in hand-to-hand combat may neither mount nor dismount this turn.

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HAND-TO-HAND COMBAT

An attacking figure fights a round of hand-to-hand combat as soon as he contacts an opponent. He only fights one opponent at once, even if his base is also touching that of another enemy. However it is permissible to move a figure into contact with an opponent who is already in combat. A figure might therefore find himself in contact with two opponents when he begins his movement phase, in which case he may choose which to fight. No more than two figures may count as in contact with one enemy at the same time, but a figure may have to fight several rounds of combat in a turn, for example if he attacks an opponent during his own move, and is then attacked by others when their turn to move comes round. A defender can turn to face an attacker after he is contacted, regardless of whether he has already moved this turn or not. Therefore the direction a figure is facing is not important in practice.

To resolve hand-to-hand combat, throw a D10 for each opposing figure and modify the score according to the table below:

Deduct 2	If fighting one opponent while still in base contact with another hostile figure.
Deduct 1	If your opponent is wearing armour, unless you are using a boarding axe.
Add X	Any bonuses for the weapons being used (pages 14 to 15).
Add 1	For a Giant or an officer, and a further 1 if the officer is a Swashbuckler.
Add 1	If fighting against a figure trying to board a ship or cross a defended obstacle this turn.
Add 2	If the figure is mounted on a horse and moving into combat this turn against an opponent on foot, unless the opponent is armed with a pike, or is behind a defended obstacle this turn, or either figure is in difficult terrain.

Then compare the final scores.

A figure whose score is 4 or more less than his opponent's is killed or incapacitated, and can be removed from play immediately.

If his score is 2 or 3 less, he receives a fall-back marker.

If the scores are equal or differ by only 1, the fight is indecisive. The figures remain in contact with each other, unless one uses a voluntary fall-back to disengage.

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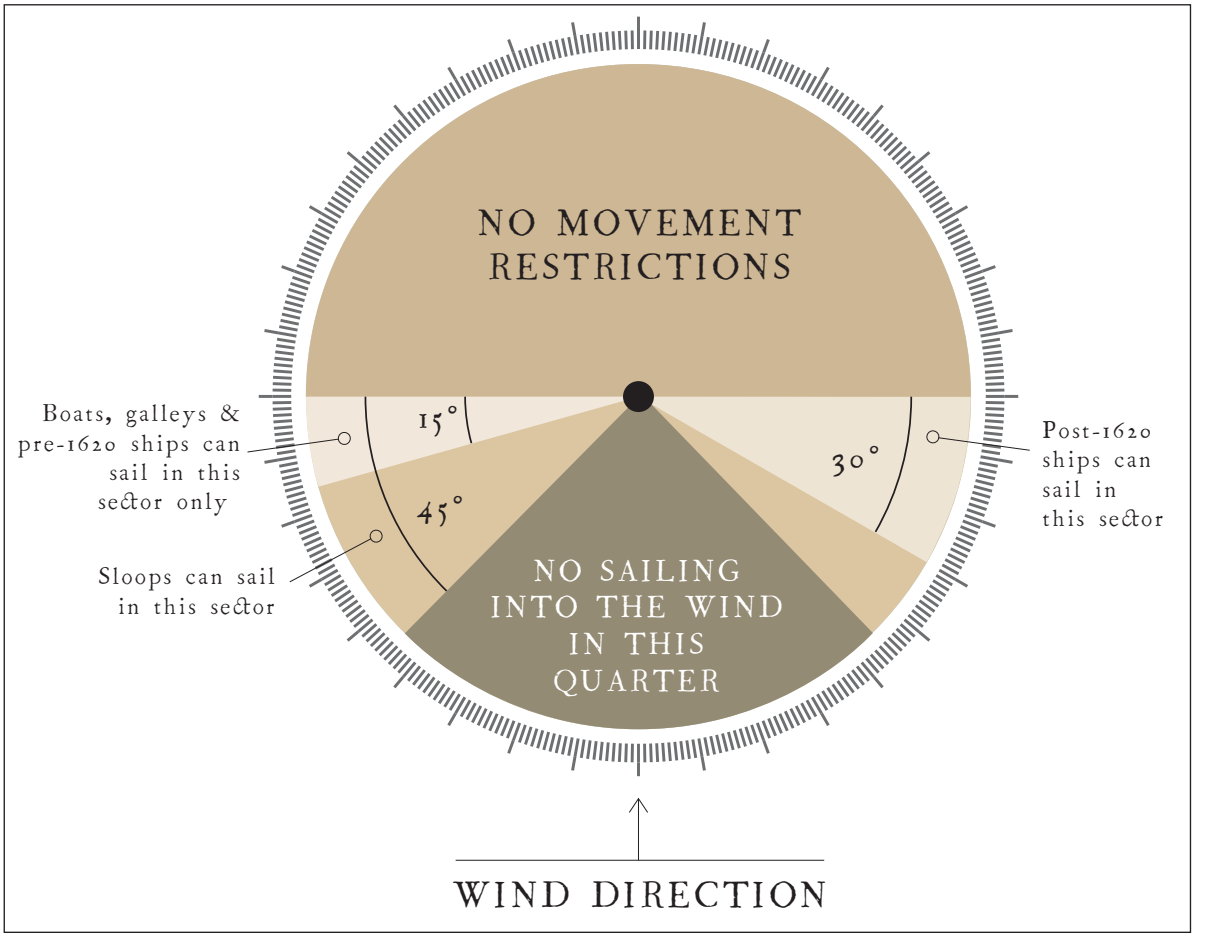
SHIP MOVEMENT

Seagoing craft may travel either under sail or under oars, depending on type. A boat moves only under oars, a ship only under sail: sloops and galleys may use either, and can convert from sails to oars at any point during the game, though not the other way. The sequence for movement at sea is as follows:

1. Vessels first make their main move alternately, those closest to windward going first. Dice for precedence as usual if unable to decide who has the windward position, or in a calm. See below for the move distances of the various types of vessel under sail and oars. This main move must be in a straight line, but can begin and/or end with a change of direction of up to 15 degrees for a sailing ship or galley, or up to 30 degrees for a boat or sloop, or any vessel under oars.
2. When all vessels on the table have moved, each can if they wish take a secondary move, starting as before with those to windward or dicing if necessary. This secondary move must always be in a straight line and is always a maximum of 3 inches. Its purpose is mainly to allow some flexibility in manoeuvring in order to approach or board an opponent, or to attempt to avoid this, but it can also represent crowding on sail or driving oarsmen to greater efforts to increase speed in a straight line.

Diagram 1: Wind Direction Chart


NO MOVEMENT RESTRICTIONS
Boats, galleys & pre-1620 ships can sail in this sector only
Sloops can sail in this sector
15°
45°
30°
Post-1620 ships can sail in this sector
NO SAILING INTO THE WIND IN THIS QUARTER
WIND DIRECTION

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MOVEMENT UNDER SAIL

Sailing is a complicated business but, fortunately for us landlubbers, we can ignore most of the technicalities in our games. By the time hostile vessels were close enough to be represented on the table we can assume that both sides are already cleared for action. No captain would go into a fight under full sail if he could help it; the lower sails at least would be furled up out of the way to clear lines of sight and minimise the risk of fire. Therefore slight differences in the type of rig would have little influence at this stage, though we do take into account the improvements of the early 17th century which allowed large vessels to sail closer to the wind. Wind strength we can ignore, as it will be the same for all parties, and if it gets high enough to cause problems everyone will probably be too busy staying afloat to worry about fighting. Some games might take place in rough seas, but this is can be left to the designers of individual scenarios.

The pursuit of Blackbeard, by Tony Bryan © Osprey Publishing Ltd. Taken from New Vanguard 70: *The Pirate Ship 1660–1730*.

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Edward Teach, *better known as 'Blackbeard', has become the best-known real-life pirate of them all, even though his career lasted little more than a year. He plundered up and down the east coast of North America in collusion with the corrupt governor of North Carolina, but in 1718 was caught by a Royal Navy ship under Captain Maynard, sent by the authorities in neighbouring Virginia. Maynard boarded Teach's ship in a desperate hand-to-hand fight in which the pirate was eventually killed. Blackbeard was famous for his frightening appearance, enhanced by his huge beard, and provided the inspiration for the 'Terrifying' characteristic in these rules.*

Before any fight involving sailing vessels it is necessary to decide the direction of the wind. This is best done by throwing a 'wind dice' – the way the arrow on the top side is pointing when the die is thrown indicates the direction the wind is blowing from for the duration of the game. This is important because it governs the directions in which vessels under sail are permitted to move (see Diagram 1). A boat, galley, or – in games set before 1620 – a ship, cannot travel closer than 75 degrees to the wind, and cannot tack (for which see below). Later improvements in the design of sailing rigs made larger vessels better able to sail into the wind, so in games set in later periods a ship can travel up to 60 degrees off the wind direction, and can also change direction by tacking. A sloop of any period can travel up to 45 degrees into the wind, and can always tack.

All vessels under sail can move a maximum of 6 inches in their main move, or 3 inches if they end it travelling closer than 90 degrees to the wind. Speed may be increased by up to 1 inch per move or decreased by up to 2, but at least 4 crewmen must be allocated to handling the sails in any turn in which the speed is to alter, or in which the vessel is to tack. While doing this they cannot shoot or fight hand-to-hand, or be employed to man cannon.

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TACKING AND WEARING

Tacking involves changing course by swinging the bows of a vessel across the wind, i.e. through the arc into which it is not normally permitted to sail. To do this the vessel must first spend at least one main move sailing as close to the wind as it is allowed. It then remains stationary during its secondary move while the bows move onto the opposite tack, or in other words as close to the wind as it is allowed on the 'other side' of the direction the wind is coming from. It then pivots around the mid-point of the stern, which remains stationary. A sloop can complete this manoeuvre in one turn, ending automatically on the opposite tack. A ship takes 2 turns, ending the secondary move of the first turn facing directly into the wind. Before commencing the second turn of the tack with its next main move, the player controlling the ship throws a D10 – a score of 1, 2 or 3 indicates a failure, in which case the ship swings back the other way and returns to the course it was on before it began to tack. Whether successful or not, a tacking vessel must then sail for at least one main move on its new course before changing direction again.

Wearing is an easier but slower way to change course, and is basically any change of direction that does not take the vessel's bows across the prohibited arc. See above for the permitted changes of course for the different types of vessel.

MOVEMENT UNDER OARS

Vessels under oars are independent of the wind, and can stop and start at will. A boat or a sloop is assumed to be rowed by members of its fighting crew; at least 4 figures must be allocated to row a boat, or 6 to row a sloop, and while doing so they cannot shoot or undertake any other actions. See page 16 for the rules relating to galley crews.

A galley can travel up to 4 inches per main move under oars, a boat 3 inches, and a sloop 2 inches. A ship cannot be rowed itself, but can instead by towed by a rowing boat lowered for the purpose. In this case it can move a maximum of 2 inches per main move, but is not allowed a secondary move while under tow.

ANCHORING

A player may decide to anchor a vessel at the beginning of any turn. In this case the vessel does not continue with its forward movement, but instead the bow stays where it is and the vessel pivots on this spot until the bow is pointing directly into the wind. It can no longer move unless the anchor is raised or, in an emergency, the player decides to cut the cable. To raise an anchor takes 3 complete turns, and at least 4 crewmen must be dedicated to the task each turn, undertaking no other actions. An anchor can be cut loose in 1 turn by a single crewman, but if this is done the vessel cannot anchor again during the game. Once released from the anchor a vessel under oars can move as the player wishes. One under sail must spend its next main move pivoting around the mid-point of the stern, in the direction chosen by the player, until it is pointing in a direction in which it is permitted to sail. In other words, a sloop must now be facing 45 degrees or more away from the wind, a post-1620 ship 60 degrees, etc.

GRAPPLING AND BOARDING

A player may attempt to grapple another vessel which is within 2 inches of any part of his own vessel at the end of his secondary move. Grappling is automatic if the victim agrees to it, otherwise it requires a score of 6 or better on a D10.

Once successfully grappled both vessels stop, but unless at least one of them is anchored they will drift together directly downwind at 1 inch per turn. A player may not otherwise move his vessel while it is grappled. He may dice to cut it free in any main

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OPPOSITE
Robert Surcouf boarding a British East Indiaman, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 74: *Privateers & Pirates 1730–1830.*

movement phase, requiring a 9 or better on a D10, and then make a secondary move if successful. However no attempt may be made to free a grappled vessel while there are hostile boarders on board.

Once two ships are grappled together, the crews can board each other in the normal figure movement phase. Placing figures on cramped ship models can be tricky, and may need some goodwill and common sense to sort out, but for simplicity any figure which starts the turn at least partly in the half of his vessel nearest to the enemy can attempt to board that enemy. To move from one ship to another always takes a full turn, regardless of the actual distance, and each figure must also dice to board successfully. This requires a basic score of 5 on a D10, the dice throw being modified as follows:

Figure is armed with a boarding axe	+2
Attempting to move from a boat or sloop onto a ship	-1
In rough seas	-1

If the modified dice score is 2, 3 or 4, the figure hesitates. The gap between the vessels has briefly widened or his foot has slipped on the deck, and he decides not to risk the jump. He misses his move this turn and stays on his own deck.

If the score is 1, the would-be boarder falls into the sea, but is unhurt and manages to cling onto a dangling rope. See page 45 for what happens when a man goes overboard.

If the score is less than 1, the unfortunate man has fallen between the two vessels and either been crushed to death or knocked unconscious and left to drown. Treat him as a combat casualty (dicing for morale as usual) and remove him from play.

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FIGHTING ON BOARD

To climb into the rigging of a sloop or ship if not already placed there at the start of the game takes 1 full turn, during which the figure cannot shoot. Up to two figures per mast may be deployed in the rigging. While there they cannot use volley guns, which are too liable to knock the firer off his perch with the violent recoil, but they can shoot with other weapons at figures which are eligible according to the normal rules. A Peg-leg cannot climb into or be placed in rigging.

Hand-to-hand combat is only allowed between figures on the same vessel, even if the models are grappled together, but a figure can board and then fight an opponent on the vessel he has boarded in the same turn. In fact he must do so unless he can board the enemy vessel at the nearest point to his starting position without contacting an enemy figure's base. As long as he has not been killed or forced to fall back by the end of the turn, the figure remains on the vessel he has boarded. If he is forced to fall back as a result of combat, he must move back onto the vessel he came from, dicing in the same way to see if he succeeds. However, as he is now being forced to retreat in a hurry rather than taking his own time, he counts a 'hesitate' result as a 'man overboard'.

Otherwise treat fights on board ship the same as those on land.

EMBARKING AND DISEMBARKING

A boat, galley or sloop has a shallow draught, and can get close enough to a shoreline for men to wade to or from it. Embarking or disembarking can therefore be covered by the usual movement rules: simply move the vessel into contact with a stretch of shoreline, and move the figures as normal in the appropriate phase of the turn. If they have horses they must be dismounted to do this. Only boats can embark or disembark on rocky or swampy shores. No vessels can do so on cliffs.

A ship cannot approach closer to a shore than 6 inches, unless it is a man-made harbour or landing stage. Therefore men wishing to get on or off will have to either transfer to a boat, or in an emergency jump into the water and swim.

SHALLOWS AND REEFS

Creeks, narrow bays and the lower reaches of rivers were favourite places for pirates to lie in wait for prey or hide from their pursuers. But shallow water, hidden rocks and unfamiliar tides made these tricky places to navigate, and the small craft employed by most pirates were able to take refuge in places where larger ships would run aground. Shallows, shoals and reefs may be marked either on the table or on an umpire's map; the latter method enables their exact location to be hidden from one or both sides. Their depth should be indicated – or diced for at the appropriate time if you prefer – as well as their location.

Craft draw the following depths of water:

Boats and galleys	½ fathom
Sloops	1 fathom
Ships	2 fathoms

Any vessel entering an area shallower than its draught will run aground. If this happens in heavy seas, or if it hits rocks or a reef, it will break up and sink immediately. Otherwise it cannot move until it is refloated. This might involve lowering a boat to tow it off, or rearranging cargo or throwing it overboard, but we do not need to concern ourselves too much with the details. To refloat a vessel in the game throw a D10 at the beginning of each turn, requiring a dice score of 4 or better for a boat, 6 or better for a sloop or galley, 9 or better for a ship. A player can deduct 2 from the score required if he adopts the drastic expedient of throwing

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all his cannon overboard, but of course he cannot then use them for the rest of the game. The designers of particular scenarios can if they wish take the tide into account; this is a complicated business, but in general a vessel which is grounded at low tide will float off automatically at the next high tide. If you are grounded at high tide, you are in trouble!

'MEN OVERBOARD' AND SWIMMERS

Men may end up in the water after a failed boarding attempt, or when evacuating a burning vessel, or even voluntarily. Most seafarers in our period were not good swimmers, but all members of a native faction, and all Japanese pirates who are not wearing armour, can swim well (the latter were so expert at swimming and diving that the Chinese called them 'sea dragons'). These men can enter and leave water without penalty, and move through it at a rate of 2 inches per turn. They can also dive under a boat, galley or sloop, emerging directly opposite where they went down, but they cannot do so under a ship.

Members of other factions are likely to be far less at home in the water, and to be weighed down by unsuitable clothing and equipment. Anyone who falls into water while wearing armour sinks to the bottom and is drowned. Roll a D10 for each other man the first time he enters the water. On a score of 1, 2 or 3, he cannot swim and is drowned. Otherwise he can swim at 1 inch per turn, but cannot dive.

No figure can shoot while they are swimming, nor use a firepike or a missile weapon other than a thrown knife in a turn following one in which they have been swimming. Swimming figures are shot at as if they were targets on land, but never

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count as being in cover. A man who reaches a shore other than a cliff while swimming can halt his movement and climb out, reverting to normal land movement next turn. If he contacts a hostile figure while doing so he can fight him hand-to-hand in the usual way. If he is in contact with a friendly vessel, one figure on board can haul him aboard, taking a full turn to do so.

'PERILS OF THE SEA' (OPTIONAL RULE)

Our battles will probably be taking place in tropical seas which are alive with deadly creatures. So if at any point during the game a figure is killed in a swamp, or while fording a river or swimming, the smell of blood in the water will attract sharks (or, in the Indian Ocean and the East Indies, equally dangerous saltwater crocodiles). From now on each figure who is in a swamp, or fording or swimming, at the end of a movement phase, must throw a D10. On a throw of 1 or 2, he is dragged underwater in a flurry of spray and disappears for good. Such losses count as combat casualties for morale test purposes. You can remind yourselves when this rule is in operation by placing a few crocodile models along the shore, or one or two shark fins protruding from the water!

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A BASIC CAMPAIGN

Space does not permit us to present a collection of game scenarios which would do justice to the enormous range of possibilities, but books, films and you own imagination should provide plenty of inspiration. There is certainly no need to restrict ourselves to the classic 'line up on opposite sides of the table and get stuck in' sort of game which is the staple of most wargaming periods. Pirates can chase treasure galleons, or hide among the reefs and shallows to escape from naval patrols, or race against other factions to locate buried treasure. Alternatively you can devise a campaign which can link together your tabletop games with a basic narrative and provide a source of ready-made scenarios. This is just one suggestion for how this can be done.

A popular career path for the pirates of the late 17th and early 18th century 'Golden Age' became known as the 'pirate round'. First they would acquire a boat – by theft or mutiny – then amass capital and followers by preying on shipping in the western Atlantic, trading up to bigger and better armed ships as they did so. When they had a seaworthy enough vessel and a big enough crew, they would sail to West Africa to prey on the slave ships. Eventually the boldest of them might round the Cape of Good Hope into the Indian Ocean, where they established bases on the island of Madagascar from which they launched forays against the trade routes used by the East India Company. Not everyone followed this path of course, and hardly any of those who did were successful for long, but it provides a useful background for a first venture into piracy on the high seas.

The campaign is suitable for any number of players, each of whom takes on the role of a pirate captain. The mechanisms are very straightforward and do not require an independent umpire, though if you do have someone willing to take on that role the system can easily be expanded with added detail, and roles for factions such as pirate hunters and natives, into something much more ambitious. Meanwhile the stylised movement system takes care of the vagaries of weather and the tedious business of scouring the seas for elusive prey, and allows the players to concentrate mainly on the tabletop battles if they wish.

STARTING THE CAMPAIGN

You begin the game with a basic faction plus 25 points to spend on extras, all taken from the Golden Age list (page 57) You also have a small sloop with 2 cannon and 4 swivel guns. You can buy extra armament, up to the maximum allowed for a sloop (page 16), by spending bags of doubloons, which you acquire from merchant ships or other pirates, or by plundering coastal settlements. You can also replace your sloop with a ship, and hire extra crew. Two swivel guns cost 1 bag of doubloons, a cannon 2 bags, and a ship 12 bags. A bag will also buy you 8 extra points of crewmen or weapons to be selected from the faction list.

The towns of Baltimore, La Rochelle, Louisbourg, Savannah, Havana, Port Royal, Port of Spain, Salvador, Sao Tome, Panama, Concepcion, Mauritius and Bantam – all

Henry Every ***was one of the first – and perhaps the most successful – of the pirate captains of the Golden Age. In 1695 he captured a Moghul treasure ship and, according to rumour, married an Indian princess and lived the rest of his days in luxury on a tropical island. In fact he seems to have been unable to sell his diamonds for fear of discovery, and was eventually cheated out of them. He died in poverty, but at least avoided the hangman's rope.***

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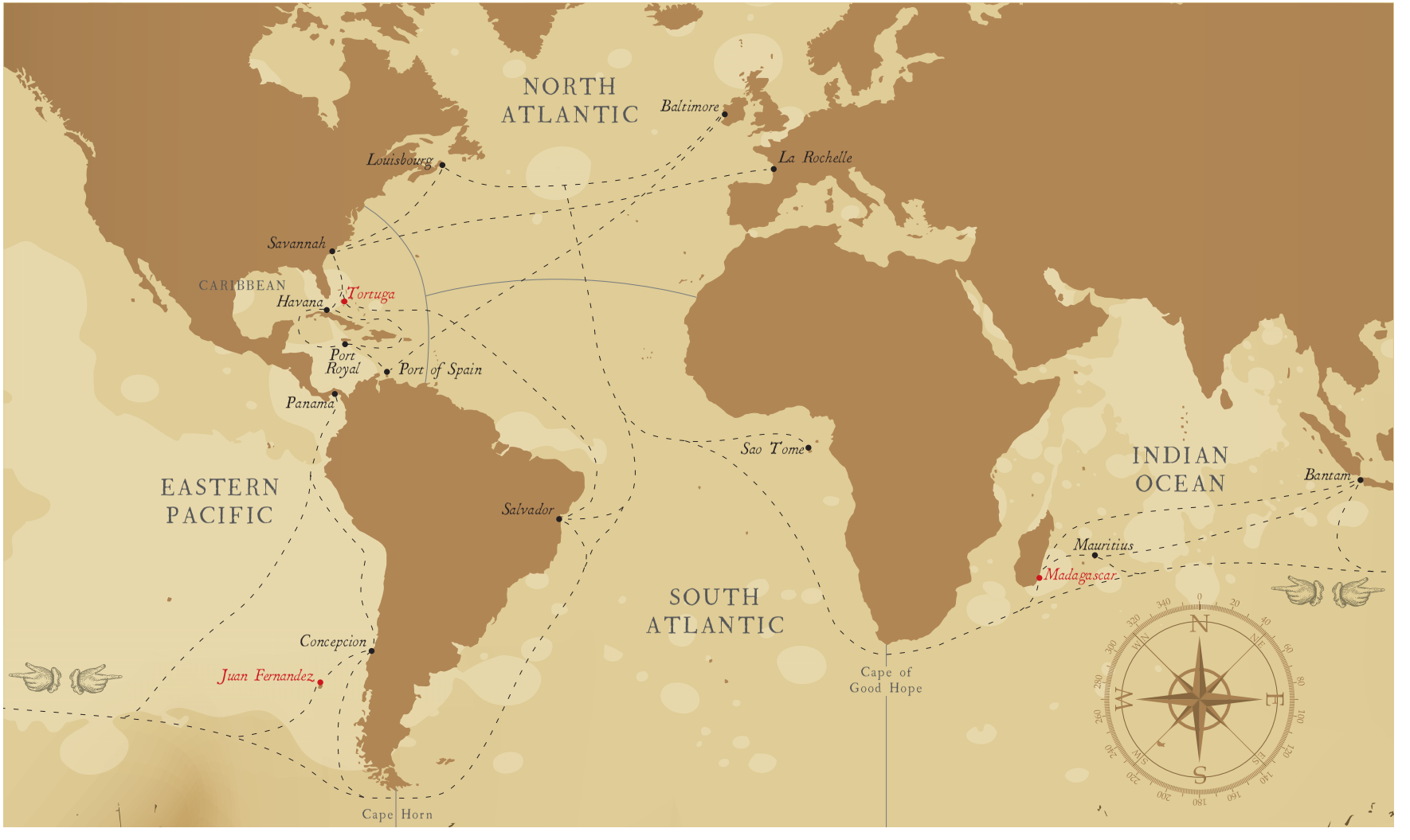

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marked on the map (Diagram 2) – are ports. Each of them has a value of 8, which represents the number of bags of doubloons you can get by sacking it and holding the inhabitants to ransom, though no player can attack the home port from which he starts the game. Tortuga, Juan Fernandez and Madagascar are pirate refuges, which differ from ports in that they yield no money and cannot be attacked. A player's vessel is also safe from attack while stationed in a refuge.

All players begin the game at a home port or refuge of their choice in either the North Atlantic or the Caribbean.

OPPOSITE
Diagram 2: Campaign Map

THE CAMPAIGN TURN

Each player moves in turn, first throwing a D10 to see how far he can move. If the score is 6 or less, that is the maximum number of spaces you can move in any direction. You do not have to move the full distance, or move at all if you do not want to.

The results of other scores are:

7	Becalmed	You cannot move this turn.
8	Out of provisions	You must move as quickly as possible to a named port or refuge to take on stores. If you do not get there within 3 turns your crew will mutiny and maroon you on a desert island. If this happens you can flag down a passing ship and get back to your home port, but all your treasure is lost, and you must miss D10 turns, after which you can start again from scratch.
9	Storm	Ignore this one on the first turn of the game; otherwise the player who moved before you throws another D10, and moves your vessel the full number of spaces in any direction he chooses.
10	A Prize!	You do not move this turn, but have intercepted and captured a merchant ship.

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MOVING BETWEEN SECTORS

- There are therefore no special requirements for entering the North Atlantic or Caribbean sectors.
- To enter the South Atlantic you must have either a ship or at least 40 extra crew points.
- To enter the Indian Ocean you must have both a ship and 40 extra crew points, as well as successfully dicing to round the Cape of Good Hope. To move from the South Atlantic to the Indian Ocean across the dotted line separating them on the map requires a separate dice throw of 8 or more. Dice once per turn, staying where you are if you get 7 or less. To travel in the opposite direction is easier thanks to the prevailing winds, so does not have to be diced for.

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- The Eastern Pacific can be entered from either the South Atlantic or the Indian Ocean, and also requires a ship and 40 extra crew points. Furthermore it will involve a dangerous crossing of the Pacific Ocean or the rough seas around Cape Horn, both of which must be diced for. To move from the South Atlantic to the Eastern Pacific, or vice versa, requires a 9 or 10. The storms here are particularly bad, and a score of 1 or 2 means that your ship is damaged and you must miss 2 turns while you repair it. You can also cross the Pacific from the Indian Ocean to the Eastern Pacific, or vice versa, by sailing off one edge of the map and reappearing on the opposite edge. This is not too dangerous as the winds are quite predictable, but it is a very long way, and if you run out of supplies your crew will mutiny and maroon you – for which see above. So throw a D10 when you sail off the map for the number of turns before you arrive on the other side. If the result is a 2, 3 or 4 throw again; if it is a 1, you have been marooned.

MERCHANT SHIPS

For every merchant ship captured throw a D10 to give the amount of treasure acquired, measured in bags of doubloons. In the Indian Ocean a score of 10 means you have intercepted the Great Moghul's treasure ship, carrying gold and diamonds to Mecca – count this as 25 bags. The Eastern Pacific is full of Spanish galleons ferrying silver from Peru, so double the value of all captures made there.

PORTS

If you reach a port, you have the option of attacking it. This can be attempted even if you are forced by lack of provisions to take refuge at the port, but if you fail you cannot reprovision there. Each port can only be sacked once during the game, though it can be used repeatedly for reprovisioning. Attacking them is dangerous, so throw a D10 to see if you have succeeded in taking the place by surprise. A 7 or better means you have, and can take its full value. On a 4, 5 or 6 the residents have been alerted and hidden most of their gold, so you only get 2 bags of doubloons. On a 3 or less, you walk into an ambush, get no gold, and have to fight for your lives. If you have an umpire you can fight this out on the tabletop, using as opponents either Natives or a Colonial Garrison as he sees fit. Alternatively just throw a D10 for every member of your faction, including the Captain. A score of 2 or less means they are dead or captured.

OPPOSITE
The English capture of Jamaica, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 69: *Buccaneers 1620–1700.*

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ENGAGEMENTS

If a player stops on a space containing another pirate vessel, a sea fight will occur if both players are willing. If neither wants to fight, they may either ignore each other or, if both agree, hold a parley. During a parley men and treasure may be transferred freely from one vessel to another as bribes, protection money or for any other reason. If one wants to fight but the other does not, both roll a D10. If the latter player scores higher, he has made his escape but must miss his next turn. Otherwise he has been caught and a tabletop encounter is fought. In the event that a player arrives on a space which already contains two or more other vessels, those already there are assumed to be fully occupied, and it is up to the newcomer to decide who if anyone he fights.

If a player's vessel is captured during a tabletop encounter, the owner is out of the campaign and the captor keeps all the treasure he has on board. The victor may also add 40 points to his total to represent captured crewmen who have agreed to join him. If a vessel is blown up or sunk, the player is knocked out of the campaign but all his crew and treasure are lost. If a player comes off worst in a sea fight but escapes with his vessel, he misses his next turn while he refits. Also figures lost in combat are considered lost for the purpose of all subsequent fights. If you want to replace them you will have to pay for extra crew at the usual rate. This means that pirates are unlikely to provoke a fight unless they have a very good chance of winning, because most encounters will be fairly indecisive.

ENDING THE CAMPAIGN

The campaign can either be open-ended or can finish once one player has achieved a specified objective. Anyone amassing 100 bags of doubloons, for example, can bribe the authorities in a port of his choosing and retire to live off his ill-gotten gains.

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FACTION LISTS

The following lists are divided for the convenience of scenario and campaign organisers into three categories: pirates, pirate-hunters, and natives. They do not cover all the possible forces of the era, but are intended to provide a framework for roughly balanced games, either straightforward encounters or those based on a particular scenario. They can also be taken as a starting point for building up larger forces. Alternatively players can base their forces on those involved in a documented action, whether historical or fictional, or design a one-off game around whatever figures they happen to have.

Each list starts off with a 'basic faction', which represents the smallest level of force likely to provide a satisfying game. In most cases these will consist of around 15 figures, though some are slightly larger to compensate for the poor training or equipment of the men. Different scenarios may then allow a number of points to be spent on 'extras', which may be either additional figures or upgrades for existing ones. Extra Mates at 15 points each can also be added appropriate to the size of your force, but there should never be more than 1 Mate per 6 figures. All points values in the lists are per figure. All you need to do is agree on how many points each player can spend in addition to his basic faction. We have deliberately avoided specifying actual points totals, so that you can tailor the size of your games to the figures available and your level of experience.

If an encounter is to take place at sea, each faction may use enough vessels of an appropriate type to carry all the figures used free of charge, but must pay extra points for their armament at the rate of 10 points per light cannon, 15 points per heavy cannon, and 4 points per swivel gun. See page 16 for the maximum armament that a vessel of each type can carry.

PIRATES

1) ELIZABETHAN SEA ROVERS

As soon as news of the wealth discovered by the Spanish Conquistadors in the early 16th century got back to Europe, pirates began to descend on the Caribbean in the hope of intercepting their treasure fleets. At first most of these men were French, but from the 1560s onwards the English took an increasingly prominent role. This is the age of Hawkins, Drake and other famous English seafarers. Most of them were not technically pirates but privateers, since they acted with the approval of the Queen, but their behaviour was practically indistinguishable from that of their unlicensed rivals.

The basic faction consists of a Captain, a Mate, and 13 crew figures. Officers have swords, and may also wear armour at no extra cost. In an English faction up to 10 men may have bows or arquebuses, and up to 4 may have firepikes. Other nations cannot have bows or firepikes, but may equip up to 6 men with arquebuses. All other figures may have swords, pikes or boarding axes. Vessels can be sloops or ships.

EXTRAS

- Upgrade Captain to Silver-Tongued (10 points) or Swashbuckler (5 points).
- Provide any or all officers with pistols (1 point).
- Upgrade 1 man to Giant or Daredevil (3 points).
- Upgrade 1 man to Peg-leg, and/or 1 to Cut-throat (2 points).
- Extra crew figures, up to half with swords, arquebuses or (if English) bows, rest with boarding axes (3 points).

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2) BARBARY PIRATES

The ports of the North African coast were the haunts of the notorious Barbary pirates, who were usually licensed by the rulers of places like Tunis and Algiers to attack the shipping of hostile powers, or those who had failed to pay protection money. The fighting element of their crews frequently consisted of Turkish Janissaries, regular soldiers seconded from the Ottoman army, who were more than a match for the average merchant seaman in a fight. However, like most such sea-rovers, they were more interested in loot than in politics or religion. In fact in the 17th century several of their most feared captains were renegade Christians. The Barbary fleets did not content themselves with terrorising the Mediterranean, but raided the coasts of France, south-west England and Ireland for slaves, and even on occasion reached Iceland and the Caribbean. Until about 1600 they relied mainly on small galleys mounting a single gun in the bows, but after that they adopted sailing vessels which were generally similar to those of their European contemporaries. Many of them were actually Christian prizes, and European renegades were popularly blamed for teaching the Muslims the secrets of ocean sailing.

The basic faction consists of a Captain, a Mate, and 13 crew figures. Officers have swords, and may wear armour. Up to half of the crewmen may be Janissaries, who count as double-armed with swords and missile weapons – bows or arquebuses, or after 1640, muskets. All other crewmen may have swords, pikes or boarding axes. Before 1600 all vessels should be galleys. Sloops or ships are also allowed after that date.

EXTRAS

- Upgrade Captain to Terrifying (15 points), Silver-Tongued or Disciplinarian (10 points).
- Provide any or all officers with pistols (1 point).
- Upgrade 1 man to Giant or Daredevil (3 points).
- Upgrade up to 4 Janissaries to Sharpshooters (3 points).
- Extra crew figures (4 points if Janissaries, otherwise 3 points).

3) WO-K'OU

During the 16th century the coasts of China suffered terribly from the depredations of pirates based in Japan, who were organised into large fleets led by local noblemen. Many of the men were renegade Chinese, but their victims usually referred to them as 'wo-k'ou', or 'dwarf pirates', using an insulting term denoting their Japanese neighbours.

The basic faction consists of a Captain, 1 Mate, and 13 crew figures. At least half of the figures must be armed with swords; the rest may have swords, pikes, bows or arquebuses in any desired proportion. All officers may wear armour. Vessels can be of any type.

Murakami Michiyasu ***was perhaps the most famous of the Murakami clan, whose ships dominated Japan's Inland Sea in the 16th century from a succession of island fortresses. As well as plundering the coasts of China and Korea, they sent entire fleets to take part in the Japanese civil wars. Michiyasu's sons inherited his pirate 'empire', but were eventually suppressed by Toyotomi Hideyoshi in the 1580s.***

OPPOSITE
Sir Richard Grenville and the last fight of the *Revenge*, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 70: *Elizabethan Sea Dogs 1560–1605*.

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EXTRAS

- Upgrade Captain to Terrifying (15 points) or Swashbuckler (5 points).
- Upgrade up to 4 crewmen to Giants or Daredevils (3 points).
- Provide armour for any or all crewmen (1 point).
- Provide horoku for up to half the crewmen (1 point).
- Upgrade up to 1 arquebus to shoot fire-arrows (treat as a volley gun) (2 points).
- Extra figures, at least half with swords, rest as above (3 points).
- Any or all men armed with bows or arquebuses may also count as double-armed swordsmen (1 point).

4) 17TH-CENTURY CHINESE PIRATES

The Far East was also infested by numerous small-time pirates, who preyed indiscriminately on Chinese, Japanese and European shipping. After 1684 the Manchus lifted the old Ming dynasty ban on seafaring and trade expanded at the expense of piracy, but the South China Sea remained a favourite haunt of pirates until the 20th century.

Cheng Ch'eng-kung, ***alias Coxinga, belonged to a Ming loyalist clan which took to the sea after the Manchus conquered mainland China in 1644. In 1650 he seized power and established what was virtually a rival empire in the South China Sea. As well as fighting the Manchus, he expelled the Dutch from Formosa and went on to plan an abortive invasion of the Spanish Philippines. He died in 1662, and shortly afterwards the Manchus overran his strongholds.***

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The basic faction consists of a Captain, 1 Mate, and 13 crew figures. Officers have swords, and may also wear armour. Up to 4 of the other figures may be armed with arquebuses and up to 4 with swords; the rest may have pikes, firepikes or boarding axes in any desired proportion. Vessels can be boats or ships.

EXTRAS

- Upgrade Captain to Terrifying (15 points) or Silver-Tongued (10 points).
- Upgrade up to 4 crewmen to Giants or Daredevils (3 points).
- Extra figures, up to a third with swords or arquebuses, rest as above (3 points).
- Provide stinkpots for up to half the figures fielded (1 point).

5) BUCCANEERS

Early in the 17th century communities of meat and hide hunters – many of them French and English – flourished on the island of Hispaniola. These were the origins of the famous 'buccaneers' (originally 'purveyors of dried meat'). They were first driven to piracy by a misguided Spanish attempt to eliminate them by killing off the wild cattle they hunted. Then in the 1650s English fleets arrived to occupy Jamaica, and enlisted the buccaneers in a war against Spain. As you would expect of professional hunters, the buccaneers were skilled marksmen, and the forces led by men like Henry Morgan were also well disciplined, controlled by flags and drumbeats like regular armies. However they remained pirates at heart, whether attacking merchant ships at sea or plundering towns such as Portobello and Cartagena, and they gained a reputation for ruthless brutality in their search for gold. England and Spain eventually made peace, and the buccaneers gradually dispersed. The coup de grace was provided by the destruction of their main base, Port Royal, by an earthquake in 1692 – an event which was seen as a divine judgement on the buccaneers' crimes.

The basic faction consists of a Captain, 1 Mate, and 13 crew figures. Officers, and up to 6 other figures, may have cutlasses, pikes or boarding axes. All others are armed with muskets. Vessels can be boats, sloops or ships.

EXTRAS

- Upgrade Captain to Terrifying (15 points), Silver-Tongued (10 points), Disciplinarian (10 points), or Swashbuckler (5 points).
- Upgrade any or all musket-armed figures to Sharpshooters (3 points).
- Upgrade 1 man to Giant or Daredevil (3 points).
- Upgrade up to 1 man to Peg-leg and/or up to 3 to Cut-throats (2 points).
- Extra figures, up to half with swords, pikes or boarding axes, rest with muskets (3 points).
- Provide pistols for any or all of the officers, and up to half of the other figures (1 point).
- Up to 1 land-based light cannon with 2 crew (10 points).

6) PIRATES OF THE GOLDEN AGE

When the wrath of God descended on Port Royal, the best known era in the history of piracy was only just beginning. From the 1690s to the 1720s the Atlantic Ocean was the scene of a spate of ship hijackings which became known as the 'Golden Age' of piracy. The name is ironic, because life was now much harder for pirates than it had been. The new men were mostly unemployed adventurers of the sort who would once have fought with Morgan under the English flag, or merchant seamen driven to desperation by the harsh conditions on the vessels of European trading companies, undermanned and overworked in the interests of saving money. Like the merchant ships they preyed on, they ranged across almost the entire known world. Even so few

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Jean Fleury *was a French pirate who made one of the greatest pirate hauls of all time in 1523, when he seized three Spanish ships in the North Atlantic which turned out to be full of Aztec treasure. When news of this spread, it began the craze for intercepting Spanish treasure ships which lasted for the next 200 years.*

of these men were very successful. The Royal Navy was given the job of hunting them down, and the average career of a pirate captain was probably less than two years. By the time Captain Johnson's *General History of the Pyrates* made them famous in 1724, all but a few were already dead. This is of course the era of the typical 'Hollywood' pirate, and there is no shortage of colourful characters, real or fictional, to provide the inspiration for your own Captains. You can also use this list for late 17th and early 18th century privateers, or for the crews of armed merchantmen. In fact it was unusual for the latter to put up much of a fight, but it did happen, and can make an interesting game scenario. Restrict merchant crews to the basic faction, with their small numbers compensated for by the fact that they will be fighting on the defensive.

The basic faction consists of a Captain, 1 Mate, and 13 crew figures. Officers, and up to 6 crewmen, may have cutlasses or pikes. Officers in addition can have pistols. Up to 6 men may have long-range weapons: these will normally be muskets, but up to 1 man may have a volley gun or grenade launcher, and up to 3 can have blunderbusses, instead. All others are armed with boarding axes. Vessels can be boats, sloops or ships.

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EXTRAS

- Upgrade Captain to Terrifying (15 points), Silver-Tongued (10 points), or Swashbuckler (5 points).
- Upgrade 1 man to Giant or Daredevil (3 points).
- Upgrade up to 1 man to Peg-leg, and/or up to 2 to Cut-throats (2 points).
- Extra figures, up to half with swords or muskets, rest with boarding axes (3 points).
- Upgrade 1 additional musket to a volley gun (2 points).
- Provide pistols, grenades or stinkpots for any or all the crewmen (1 point).

PIRATE HUNTERS

1) CH'I CHI-KUANG'S ANTI-PIRATE MILITIA

This list represents one of the most unusual schemes ever devised to counter piracy. It was introduced in China in about 1560 by an officer named Ch'i Chi-kuang, and was intended to give the poorly equipped local peasants a chance against heavily armed 'Wo-kou' pirates. The Chinese levies were organised into squads of eleven, equipped with an unusual selection of weapons.

The basic faction is larger than most of those in the rules, and consists of 23 figures – a Captain, and 2 'mandarin duck' squads, each with its own Mate. Officers are armed with swords. The rank-and-file of each squad is formed of 4 men with pikes, 2 with swords and shields, 2 with fire-lances, and 2 with bamboo saplings complete with branches. The Chinese militia were trained to oppose the pirates on land rather than at sea, so no fighting vessels are available. If they need to embark for a particular scenario, provide them with unarmed boats.

EXTRAS

- Upgrade Captain to Silver-Tongued or a Disciplinarian (10 points).
- Upgrade 1 Mate or man per squad to Giant or Daredevil (3 points).
- Add extra squads, armed as above (25 points).

SPECIAL RULE

Bamboo Trees: A bamboo sapling is a non-lethal weapon, intended to enable a sketchily trained peasant to keep an opponent occupied while someone else deals with him. Treat it the same as a pike in hand-to-hand combat, except that a result which would kill an enemy or force him to fall back will instead pin him in place and prevent him from taking any action this turn or next, as long as the bamboo-wielder remains in base contact with him. Another figure who fights him while he is pinned adds +2 to his hand-to-hand combat dice as normal for fighting a figure who is still in contact with another opponent.

2) 16TH- AND 17TH-CENTURY SPANISH GARRISONS, TREASURE FLEETS AND GUARDA DEL COSTA

The main aim of the Spanish in the New World was not to control the ocean, but simply to get the gold and silver they acquired in America back to Spain as quickly as possible. So they were usually on the defensive against pirates, even though the ships of the Guarda del Costa, or Coastguard, were quite capable of turning to piracy themselves if opportunity offered. The French and English privateers whose mission it was to deprive the Spaniards of their treasure found it very difficult to intercept the galleons at sea, so turned to attacking the settlements on land, becoming involved in sizeable battles against the garrisons stationed in the Spanish possessions in the Caribbean and on the South American mainland.

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The fighting element on board Spanish treasure galleons was made up of soldiers equipped similarly to their land-based comrades, so it makes sense to use the same list for both.

The basic faction consists of a Captain, a Mate, and 13 soldiers or sailors. Officers have swords and pistols. They may also wear armour. Up to 6 other figures may have arquebuses or (after 1640) muskets, the rest swords or pikes. Land-based forces can use only boats; treasure fleets must consist of ships.

EXTRAS

- Upgrade Captain to Disciplinarian or Silver-Tongued (10 points), or Swashbuckler (5 points).
- Priest (10 points).
- Extra figures, up to half with arquebuses or muskets, rest with swords or pikes (3 points).
- Provide armour for any or all non-officer figures (1 point).
- Mount any or all figures on horseback (2 points).
- Up to 1 land-based light cannon with 2 crew (10 points).

3) LATE 17TH AND EARLY 18TH CENTURY COLONIAL GARRISONS

This lists covers the land-based garrisons of the sort of isolated colonial outposts that were vulnerable to attack by pirates and privateers. They might be British, French, Spanish, Portuguese or Dutch, but we have not attempted to distinguish between them here.

The basic faction consists of a Captain and 2 Mates, all armed with swords and pistols, plus 13 soldiers with muskets. If called upon to fight at sea, garrisons will use only boats.

EXTRAS

- Upgrade Captain to Disciplinarian or Silver Tongued (10 points).
- Extra soldiers with muskets (3 points).
- Up to 2 land-based light cannon, each with 2 crewmen (10 points).

4) LATE 17TH AND 18TH CENTURY NAVIES

Early in the 18th century the British and other European navies began a sustained campaign which was eventually to sweep the pirates of the Golden Age from the seas. This list represents a detachment selected from among the crew of a man-of-war, so the Captain will have considerable freedom of choice in its composition. Nevertheless we need to reflect the fact that it will be more military in its organisation than most of its enemies.

The basic faction consists of a Captain armed with sword and pistol, plus 2 sections, each of a Mate and 6 men. Each section may be composed of either sailors or marines, but the two may not be mixed in the same section. Up to 3 sailors in a section may have muskets or blunderbusses, the rest cutlasses, pikes or boarding axes. Marines all have muskets. Mates may be armed like their men, or with sword and pistol. Vessels may be boats, sloops or ships.

EXTRAS

- Upgrade Captain to Silver-Tongued or Disciplinarian (10 points).
- Extra crew figures, armed as appropriate for the section they join (3 points).
- Upgrade any or all marines to Sharpshooters (3 points).

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NATIVES

In the great age of piracy the tropical shores of the world's oceans were inhabited by a wide variety of native peoples, most of whom were fairly primitive in terms of armament and organisation. Sometimes they fought as allies of one of the European factions, as often happened in the wars between the buccaneers and the Spaniards in the Caribbean, but on other occasions the natives were hostile to all outsiders, and a clash between pirates and local tribesmen can be an interesting variant on the usual scenarios.

1) TRIBESMEN

This generic list can be used for the tribes of the Caribbean, Africa, the Indian Ocean islands, and even the South Pacific. The basic faction consists of a Captain, 2 Mates and 17 other figures. All are armed with long-range missile weapons and one- or two-handed wooden clubs. The latter were obviously at a disadvantage against metal weapons in close combat, and so they are all classed as sidearms. Missile weapons are most commonly bows, but some peoples preferred spears, slings, or even (in South-East Asia) blowpipes shooting poisoned darts. In practice, at short range at least, there was probably little difference between the effects of these weapons, so to

British troops assaulting an American privateer, by Angus McBride © Osprey Publishing Ltd. Taken from Elite 74: *Privateers & Pirates 1730–1830*.

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make things simple we will treat them all as bows. Tribes with a seafaring tradition can use boats or galleys (the latter representing the extra-large war canoes found in parts of the Caribbean, South-East Asia and the Pacific), but cannot arm them with guns.

EXTRAS

- Upgrade the Captain to Silver-Tongued (10 points) or Swashbuckler (5 points).
- Shaman (10 points).
- Upgrade up to 2 figures to Giants or Daredevils (3 points).
- Extra figures (3 points).

SPECIAL RULE

Cannibals: Many of the native tribes of the Caribbean and South America seem to have been eager consumers of human flesh, and deliberately exploited this reputation to frighten their enemies. Their arrows were also often poisoned, which made opponents doubly wary of them. So a faction which is successfully ambushed by tribesmen throws 3 dice instead of the usual 2, adding 1 to its Fear level for every failed throw (see page 24).

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John Ward ***had been a privateer captain under Elizabeth I, but when James I banned privateering in 1605 he defected to Tunis. There he became the most famous Barbary pirate of his day, commanding mixed crews of Europeans and Turks on forays against Christian shipping in the Mediterranean before eventually dying of plague. He was known for his drunkenness and bad temper, but was particularly reviled in England for abandoning Christianity in favour of Islam. Among Ward's aliases were 'Birdy' and 'Jack Sparrow'.***

2) CIMAROONS

The Cimaroons were escaped African slaves who took to the jungles of the Caribbean and South America, living like the Indians, and sometimes establishing their own little kingdoms under men who had been chiefs back in Africa. They relied mainly on bows and wooden clubs like the Indians, though a few managed to obtain captured Spanish weapons, and they were considered to rival the natives in bushcraft. Cimaroon bands were usually happy to ally themselves with privateer expeditions against their former Spanish masters, though they also devoted a lot of energy to fighting each other.

Cimaroons cannot use the Cannibals special rule but are otherwise treated the same as Tribesmen, except as follows:

- Vessels can be unarmed boats or captured sloops.
- Any or all officers can have swords instead of bows and clubs.
- Up to 6 figures can replace their bows with pikes, and up to 4 with muskets.
- Upgrade up to 5 men to Giants or Daredevils, (3 points) or Cut-throats (2 points).
- A Shaman is not allowed.

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RECOMMENDED READING

The literature on pirates is extensive, but newcomers to the subject should find the following useful as general introductions and sources of scenario ideas.

- Cordingley, David, *Life Among the Pirates* (London, 1995)
- Exquemelin, Alexander, *The Buccaneers of America* (Amsterdam, 1678, trans. Brown, A., New York 1969).
- Johnson, Captain Charles, *A General History of the Robberies and Murders of the Most Notorious Pyrates* (London, 1724)
- Konstam, Angus, *Pirates 1660–1730*, Osprey Elite 67 (Oxford, 1998)
- Konstam, Angus, *Buccaneers 1620–1700*, Osprey Elite 69 (Oxford, 2000)
- Konstam, Angus, *The Pirate Ship 1660–1730*, Osprey New Vanguard 70 (Oxford, 2003)
- Tinniswood, Adrian, *Pirates of Barbary* (London, 2011)
- Turnbull, Stephen, *Pirate of the Far East 811–1639*, Osprey Warrior 125 (Oxford, 2007)

Blackbeard prepares to board, by Mark Stacey © Osprey Publishing Ltd. Taken from Raid 37: *Blackbeard's Last Fight*.

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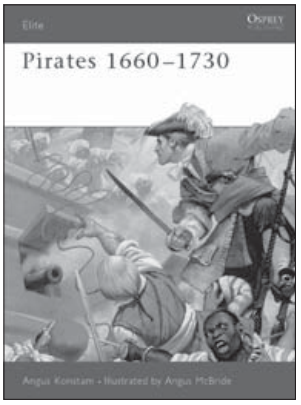

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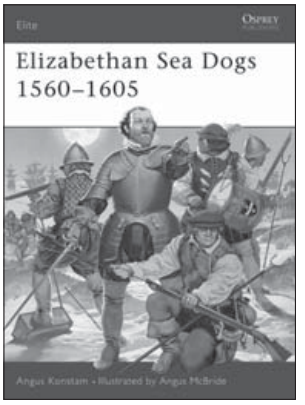

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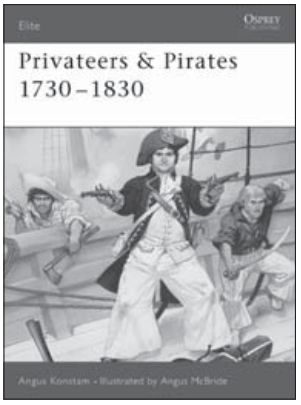

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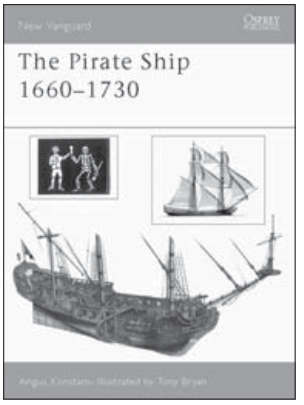

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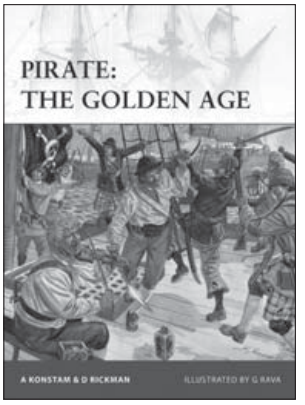

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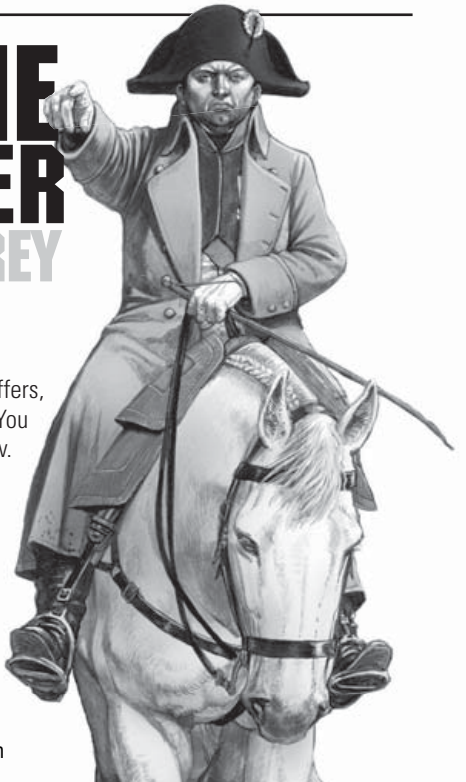

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